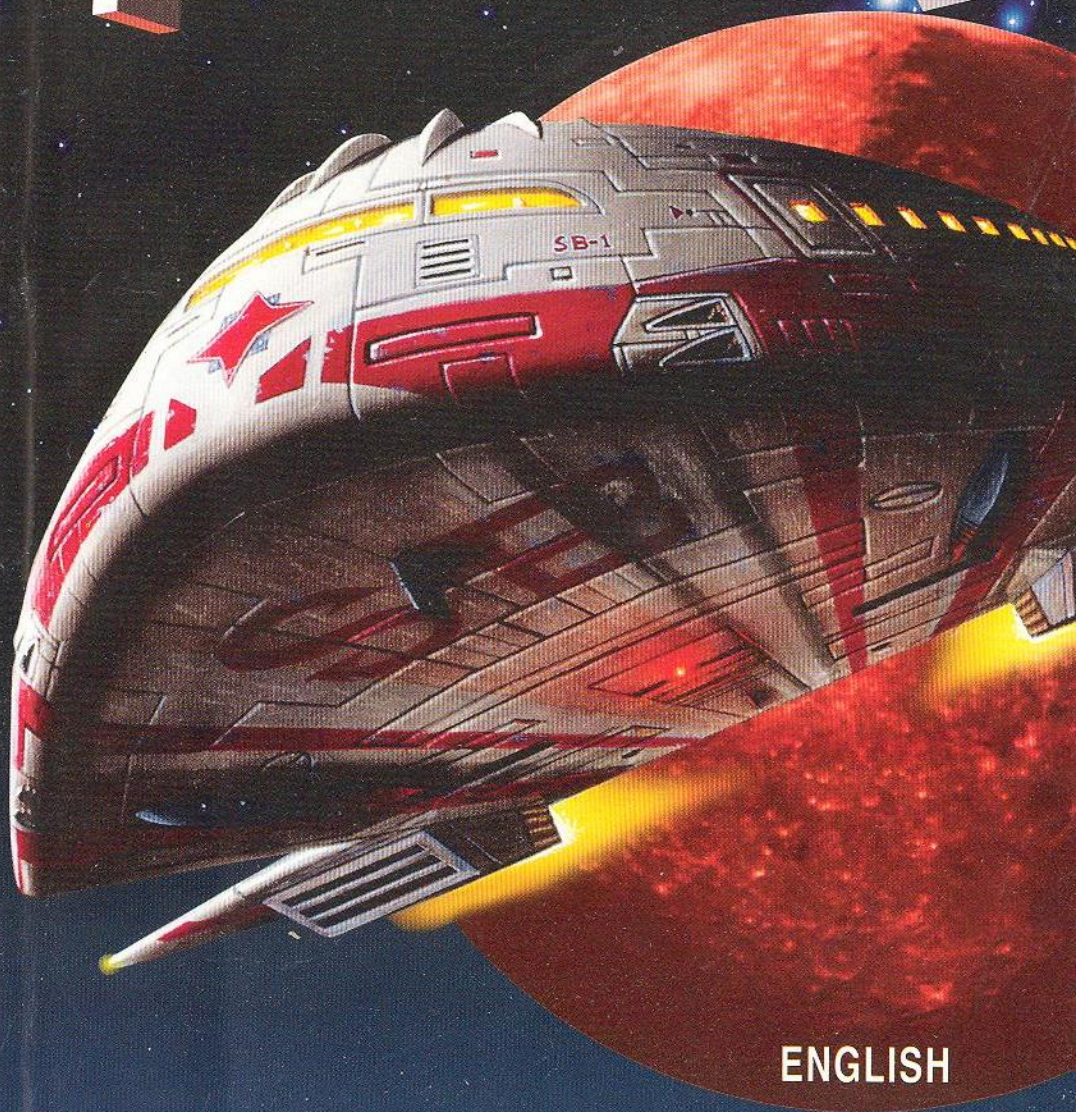


Space Bucks™



ENGLISH



SIERRA®

Space Bucks

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Thank you for buying this product. It is the result of a great deal of hard work and careful thought, and we hope that it will give you many hours of enjoyment.

We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list, and keep you informed of new products and special offers as they come out.

Please read the file on your game disk entitled README.WRI for information on changes made and additional features added to the game after this manuscript went to press.

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Software

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Introduction

Welcome to **Space Bucks!** This game manual includes all the information you need to get started playing your new game, and then some. There are three parts to this booklet.

Part I: Getting Started will tell you how to install and load your game; how to set up a game for play; and how to save and quit your game. It will also tell you a little about the game interface and how game time works. Finally, this section includes a detailed written tutorial to help you learn how to play the game.

Part II: Game Reference will give you a complete screen-by-screen and topic-by-topic breakdown of the game. You don't need to completely read through this section in order to enjoy **Space Bucks** — it's here to let you look up detailed information on the parts of the game you find more interesting or confusing.

Part III: Appendices will give you some additional information about the game which you might find interesting and useful, such as charts and tables to help you plan your strategy.

To help you find all the information you need quickly and easily, this manual has a lot of cross-referencing to other pages where you can get more information on the marked topic. A cross-reference to another page of the manual looks like this: **{25}**. This tells you to go to page 25 of the manual if you want to read more about that topic. When you see **{QRC}**, it means you can find more information on the Quick Reference Card included with the game. A combined mark such as **{25, QRC}** means you can find information both on page 25 of the manual and on the Quick Reference Card.

Part I: Getting Started

Where do I start?

To get the most enjoyment out of your new game as soon as possible, we suggest that you begin by running the on-line tutorial included on the game disk. To do this, start up the game, go to the *Game Menu*{6} on the Menu Bar, and select **Tutorial**. There is also a detailed written tutorial included below if you need extra help getting started.

These tutorials should tell you everything you need to know to get your first company off to a solid start. For additional help and details on game play, part II of this manual includes a screen-by-screen reference, which is also available on-line through the Windows Help menu. Feel free to skip around this manual, and to concentrate on those aspects that you find most challenging or interesting.

Game Installation

The **Space Bucks** installation program will automatically copy a portion of the game to your hard drive. The installed portion will then access information from the game CD as needed, so you must have the CD in your CD-ROM drive while you play. This game is designed to be installed from Windows 3.1, but is also compatible with Windows '95.



Windows 3.1 Installation

1. Insert the **Space Bucks** compact disc into your CD-ROM drive.
2. Start Windows, if the program is not already running.
3. Click on **File** and select **Run**.
4. On the command line, type the letter of your CD-ROM drive, followed by `: \SETUP`. For example, if the letter of your CD drive is "D", you would type "D:\SETUP" (without the quotes) and then press the Enter key.
5. Follow the on-screen installation instructions. The Sierra installation program will test your system to make sure you have everything needed to run **Space Bucks**, then create the directory SIERRA/SBUCKS, install the game files, and create a program group and game icon.
6. After the game is installed, you will have the chance to read the "Readme" file. This file will provide you with information on changes and additions made to the game after this document went to press.
7. To play **Space Bucks**, double-click on the game icon.

Windows '95 Installation

1. Insert the **Space Bucks** compact disc into your CD-ROM drive. An Autoplay box will appear on your Windows Desktop. Select the option to install and follow the on-screen instructions.
2. To play, insert the **Space Bucks** compact disc into your CD-ROM drive and click on the "Run" button.

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Game Interface

A mouse is required to play **Space Bucks**. When this manual or any of the on-line instructions tell you to “click on,” “select,” or “press” something, you should click on it with your left mouse button, unless you are specifically instructed to “right-click,” or use the right button.

Most of the game functions are accessed via mouse-activated *buttons*. Often, when you roll your mouse pointer over a button, a text box on the screen will tell you what would happen if you clicked on the button your mouse pointer is currently over.

When you are called upon to set a numeric value, you can do so in one of two ways. You can either click in the entry box and type the number in directly, or you can use the *arrow buttons*. Click on the right and left arrows to set the value. Hold your mouse button down to make large changes quickly.

Game Setup

When you first start up **Space Bucks**, you will see the company logo, followed by an animated sequence. If you don't want to watch the animation, you can click any mouse button or press any key to skip it.

The first screen to appear gives you three options:

1. **New Game:** This starts a new game of **Space Bucks**.
2. **Load Game:** This option lets you load an older game that you have saved. When you select this choice, a Windows box appears listing all the saved games available. Click on the one you want to load, then click on OK.
3. **Exit Game:** This option takes you back out to Windows.



If you choose to start a new game, the next screen to appear asks you to name your company. Type in a name you like and either press “Enter” or click on the *Continue* button. Then you are asked to select one of four colors to represent your company. The color you choose will be used to identify your ships and starports.

Next, you need to choose a race for yourself. There are five intelligent space-faring races in the **Space Bucks** galaxy. Each race has a history with the other races of the galaxy that will affect their attitude toward your own race — sometimes in your favor, sometimes not {72}. Select the race you want to play by clicking on the picture, then pressing “Enter” or clicking on the *Continue* button. Once you've selected a race, the game assigns a different race to each of your three competitors.

Finally, set the game difficulty level. At the more difficult levels, your company starts out with less money, and the opposition will be smarter and more ruthless.

Game Time

Space Bucks takes place in **real time**: your ships will travel back and forth continuously, loading and unloading cargo without direction from you. However, you can **pause** the game at any time by pressing the “P” key on your keyboard or by clicking on the “Pause Time” button on the Main Screen {25}. The game can then be unpaused by pressing “P” again or clicking the button a second time. Also, whenever you leave the Main Screen, the game automatically pauses, then restarts time when you return.

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Saving, Quitting, and Setting the Game Options

All of your game file management and game options control is done from the Menu Bar on the Main Screen {25}.

The Game Menu

1. **New:** Choose this option to start a new game.
2. **Load:** Choose this option to load a saved game. Select the game file from the Windows box and click on *OK*.
3. **Save:** Choose this option to save your current game. A Windows file box will appear. Type in a file name for your game and click on *OK*.
4. **Tutorial:** Choose this option to start the on-line tutorial.
5. **Exit:** Choose this option to quit the game without saving it. You will be asked to confirm that you want to quit; click on *Yes* to exit out to Windows. You can also exit by double-clicking the standard Windows exit bar, but you will not be given a chance to confirm your decision; your current game will be lost.

The Options Menu

1. **Sound:** Using this option, you can toggle the sound for the effects, music, and digitized speech on or off. If a check mark appears next to the menu entry, that sound option is turned on.
2. **Music Preference:** **Space Bucks** comes with two different music sets. You can use this option to select the music set you like best.
3. **Animations:** This option toggles some of the game animations on and off. If this choice is turned off, the combat animations and news video clips will not appear. If a check mark appears next to this entry, all animations will be shown.



4. **Game Speed:** You can choose to set the game speed from one (the slowest) to ten (the fastest). Time will pass more quickly when the game is set at a higher speed. To temporarily increase your game speed, use the *Accelerate Time* button {29}.

5. **Game Pause:** This menu option allows you to pause and unpause the game. (Pressing the "P" key and clicking on the *Pause* button on the main screen have the same effect as this option.)

6. **Announcements:** You can choose to have any or all of three types of announcements displayed. A check mark next to an announcement type tells you that it will be shown.

a) *System Development:* This option will present a panel at the end of the year if the development level of a planet where you own a starport changed during the year. {70}

b) *Negotiation Result:* This option will present a panel whenever a new Starport is purchased (either by you or by your competition).

c) *Annual Evaluations:* This option will present a panel at year's end when an important event occurs for one of the four companies in the game.

7. **Allow Covert Operations:** When this option is turned on (a check mark shows), you and your competitors can engage in covert operations against each other. With this option turned off, your competitors are not allowed to "play dirty", and neither are you.

8. **Visibility:** When this option is turned on (a check mark shows), all the planets in the galaxy can be seen from the start of the game. When this option is turned off, new planets are shown only after your ships or those of your competitors have the range to reach them.

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Quick Start Tutorial

Before starting this tutorial, you should get out the **Quick Reference Card** included with the game and keep it handy. This card will give you easy access to important information, such as cargo and planet types.

A Brief History of the Galaxy

The year is 2250. Just over two hundred years ago, the human race achieved first contact with extra-terrestrial intelligent life when a Tesarian trader made a wrong turn and stumbled across a human deep-space probe. From the Tesarians, humanity received an introduction to the other four intelligent races in the Local Sector of the galaxy: the mysterious Colikar, the aggressive Secanii, the aloof Krec N'had, and the galaxy's oldest and most technologically advanced race, the Madorians, keepers of the secret of faster-than-light travel.

Aided by the technological boost from their contact with more advanced civilizations, mankind was able to advance with unprecedented speed. Over the next hundred and fifty years, human colonies were founded on dozens of worlds. Relations with the other races were not always peaceful; an early dispute with the Secanii over a newly-discovered planet soon developed into a series of short but vicious wars that left long-lasting enmity between the two civilizations. Yet, despite the inevitable rough spots, mankind prospered in the wider galactic world.

Scanned by
Joachim B.



Then, in 2208, disaster struck. For unknown reasons, within the space of a few Earth days, the entire Madorian race vanished from the galaxy. The few Madorians who could be found before they disappeared simply commented cryptically that they had “found a way to a new level” and were moving on. Horror set in among the remaining five races when it was realized that only the Madorians knew how to create and maintain their faster-than-light (FTL) drives. Researchers strove frantically to decode the mysteries of the Madorian drive, but to no avail. Within a few years, the last of the great starships died — and with it, nearly all contact between the scattered worlds of the galactic civilizations. Countless colonies starved, and worlds went up in flames as their populations rioted in panic.

The loss of FTL travel was an enormous blow to the five remaining races of the galaxy. Without an FTL drive, contact between worlds in different systems became painfully slow and inefficient. Trade was impossible; only by sacrificing decades or hundreds of years of time could a traveler make it from one inhabited star system to another. Communication between worlds all but stopped; by the time a message arrived at its destination, it was many years out of date.

Civilization did not give in to despair, however. FTL flight was known to be possible. It was only a matter of time before the secret of the Madorian drive was unlocked. And now, forty-two years after the Madorian Vanishing, the word has gone out — FTL travel is once again possible. This time, the discoverers

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have made sure that all five races possess the knowledge to build the FTL drive. This time, there will be no turning back.

Interstellar Commerce 101

Now that faster-than-light travel is once again possible, the opportunities are endless. One of the most important steps back to full galactic civilization is the establishing of regular trade routes between worlds. You are the founder of a trading company. Your goal is to help restore the former glory of the Galaxy — and, not incidentally, make a fortune for yourself. But you're not alone in your ambitions.

You start with one ship, a Starport on your home planet, and a certain amount of cash for capital. Your task is to build your company into the best and biggest transport empire in the galaxy before the year 2500. Look out for your competition, though — they want the same thing you do, and they'll stop at nothing to get it. If you aren't careful, you could go bankrupt, and everything you've built will come crashing down.

Whether you choose to build your fleet solely through hard work and careful management, or to go straight for the jugular and attack your competition directly, there are plenty of challenges ahead.

The galaxy awaits.

Good luck!

For RW &
RW only!



The Main Screen

After the introductory animation and set-up screens {4} have gone by, the Main Screen appears {25}. Most game actions can be taken through buttons on the Main Screen. A few actions are taken through the drop-down menus on the Menu Bar (at the top of the Main Screen) instead. Many actions can be taken through either the Main Screen or the Menu Bar.

First, put your game in pause mode by pressing the "P" key on your keyboard. Then take a look at the Main Screen and identify the features described below.

At the bottom of the Main Screen is the MOUSE INFORMATION BAR. This very important feature will help guide you through the game. Whenever you place the mouse pointer over a button or display area, the Mouse Info Bar will tell you what that button or display does.

The largest area on the main screen is the Galaxy Display. In this panel, you can see the known planets of the galaxy. Once you have created a route for your ship, you will be able to see your ship traveling between the planets.

There are twelve different types of planets, each with a unique appearance on the Galaxy Display. Planets of different types produce different types of cargos at different rates. Each planet also has a Development Level (from one to six), which indicates how advanced it is. More advanced planets produce more cargo for shipping. The more trade a planet gets, the faster it will develop.

Just to the left of each planet is a six-part vertical bar with a round symbol at the top. One part of the bar lights up for each Development Level the planet has reached. The round symbol at the top indicates which race the planet belongs

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to {68, QRC}. The color of the planet's name shows you which company, if any, it belongs to. A planet with a gray name is unowned. A planet with a violet name is under negotiation for landing rights.

A circle of your chosen color marks the currently selected planet. To make any planet on the Galaxy Display the current planet, click on it once. To make any ship your current ship, click on it. (You can also select ships and Starports from the Report screens, {62}.)

You can scroll this display by placing the mouse cursor near any edge and right-clicking to move in that direction. You can also jump quickly around the Galaxy Display by clicking anywhere on the Galaxy Minimap which appears in the top right corner of the Main Screen.

On the right side of the screen is a panel which has most of the information and action buttons you'll need to manage your company.

- At the top is the Galaxy Minimap, which shows you the entire known galaxy. Each planet which has been leased by a company appears in that company's colors.
- Just under the Minimap are four buttons. The first three allow you to change how much of the galaxy you can see in the Galaxy Display, and the fourth will take you to the Starport Screen for the currently selected planet.
- Under those buttons is a display box showing the name of your company and your company's current operating funds. The stripes on either side of this box show your company's color.



- The next row shows you time passing and lets you control how fast it goes by.
- Under that are six buttons plus one toggle switch. The toggle switch controls the display box at the bottom of this panel, and also controls the display row of boxes just underneath the Galaxy Display. The use of the buttons and the toggle switch will be explained later in the tutorial.

Important Note: Once you take the game off pause and time starts passing, a number of different game events may happen at any time. You may see panels appear with newscasts about new technological developments, planetary disasters, the activities of your competitors, and so on. For this tutorial, you can simply exit out of these panels and ignore their contents. If you'd rather explore the options on these panels, more information is available in the Reference section of this manual. {80}

Step One: Get a Second Starport

Each company starts the game with one ship and a Starport on one planet. Your first goal will be to get landing rights on a second planet so that you can set up a shipping route and start making a profit.

Each planet can only support one Starport. In order to get more Starports, you will have to send out negotiation teams to bid for the landing rights on each planet you want. You start the game with one negotiation team, and can hire more if you choose by going to the Action menu on the Menu Bar and selecting "Negotiation Teams: Hiring".

Find a nearby planet not owned by one of the other companies and select it. Be sure the planet is close; your first ship has a short flight range. If you select a planet that's too far away


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from your home planet, you won't be allowed to place a bid on it. Once you've picked a planet, find the button on the control panel that shows a human and an alien shaking hands and click on it. (It's roughly in the center of the control panel, on the right.) The Starport Negotiation Screen will appear.

The locals on a planet want to be compensated for letting you use their planet for your ships, but they also want the trade your company will bring. You'll have to pay the locals a certain amount of rent each quarter (every three months) for the right to use their planet, and you may also have to agree to provide them with a certain amount of service, and possibly also agree to build them something as well. In general, you will have to offer more to any planet that is highly advanced, or that doesn't like your company for some reason, or that is owned by a race not friendly to your race.

At the top of the screen is a box that shows the amount of rent the locals are asking. You can accept this number, or you can change it either by clicking in the box and typing in a new number or by using the arrows under the box to adjust the amount. There will be a minimum acceptable bid; if you try to enter a number lower than the minimum, the box will reject the number and show the minimum bid instead.

Below the rent box and to the left are the displays showing what services and/or facilities the locals want, if any. These are non-negotiable. The top display will show a type of cargo and a number. By placing the bid, you are agreeing to deliver that many units of that cargo to the planet each year. The bottom display shows a type of facility the locals want built, and the cost to do so. When you accept a contract that requires you to build a facility, you will be shown how much time you have to do the building before the locals will start to become unhappy.



Failure to deliver on promises of service or development will hurt your *Customer Satisfaction Index (CSI)* on that planet. Your CSI measures how satisfied the locals are with the service you've been providing. If your CSI drops low enough, the locals may even cancel your license, kick you off their planet, and invite one of your competitors in to take your place!

Once you've decided what your rent offer will be, click on "Submit" to place the bid. When you return to the main screen, unpause time, and you'll see that the planet's name has turned purple, showing that a bid has been placed on the planet.

You'll have to wait a while for the locals to decide whether or not they like your bid. It's possible that another company may decide to place a competing bid while you are waiting. If this happens, a panel will appear alerting you to the fact, and giving you a chance to see what the competing bid is. You can then choose to increase your own bid, if you feel like it. Your opposition may also choose to tender a second. Each company gets *only* two bids; the first bid from each company is visible, while the second is always hidden.

After a while, the planet will decide which bid it likes best, and award landing rights to one of the companies. Although the company that bids the most rent will usually get the contract, sometimes other factors (such as safety ratings or race relations) may sway their decision to someone other than the highest bidder. When the decision is made, the planet's name changes color to match the company that won.

Step Two: Set up a Route

Once you have a second Starport, you can then set up a route for your ship to follow. Pause the game again, then find the Build Route button near the center of the Control Panel (use the Mouse Info Bar for help) and click on it. Several

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panels on the Main Screen will change to bring up the controls you need to set your ship's route (48). The bottom half of the Control Panel changes to show the Route List and the Route Control buttons. The information bar under the Galaxy Display becomes two information bars, one marked with a ship, the other marked with a planet. (Ignore these bars for the moment. You'll use them in Step Three.) The mouse pointer changes to a targeting box.

On the Galaxy Display, your two Starports now have purple circles around them. These show you which planets are "legal" choices for landing sites — that is, those that you own and that are within range of your ship. Click on one of the two planets. The circle changes to blue, and over on the Control Panel you'll see that the name of the planet you just chose has been added to the Route List.

Now click on the second of your planets. Its circle turns blue, and a line of your company's color connects the two planets. The second planet's name also appears on the Route List. You don't need to "close" the route by clicking on the first planet again; the ship will automatically travel from the last planet on its route back to the first, as long as the two planets are within the ship's range.

Find the "Accept Route" button (again, use the Mouse Info bar for help) and click on it. You will be returned to the Main Screen and see your ship's route still marked out in your color. If you don't see your ship's route, go to the View Menu on the Menu Bar, select the "Routes" option, and make sure the name of your own company is checked.

Now press "P" to unpause time, and you'll see your ship, marked with your color, flying from the first planet to the



second and back again. In the next section, you'll learn how to customize your ship's cargo bay so you can make the maximum profit from each trip.

Here's a few final notes on route building:

- You will want to buy more Starports as the game progresses. You can never have more than six stops on any one route, however. You may revisit the same planet more than once in the same route. Remember that you don't have to send your ship back to the start of the route — this happens automatically.
- When your routes get longer you may accidentally set up a route where the start and end planets are too far apart from each other for the ship to make the jump in one trip. If you do, you won't be allowed to save the "illegal" route. To fix it, click on the "Clear Route" button, which will clear the Route List and let you start over.
- When you have more planets to choose from while setting up the route, you'll notice that the set of "legal" choices changes each time you add a new planet to the Route List. *Only* those planets which are both yours and are close enough to the currently selected planet will be shown. So, if you're trying to reach one of your further out planets and it isn't shown as a legal choice, you probably need to send your ship to a closer planet first.

Step Three: Optimize Your Ship

You now have a ship traveling between two Starports. It may or may not be making a profit, but in any case it's probably not making the most money it could. In order to improve its

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performance, you'll want to configure its cargo hold to take advantage of the needs of the planets on its route.

Start by clicking on the "Build Route" button to bring the Routing Controls back to the screen. (This will automatically pause time for you.) Look at the two information bars under the Galaxy Display. The top one, marked with a ship, shows you what kind of cargo your ship is currently outfitted to carry. A cargo icon {67, QRC} appears for each type of cargo the ship can carry. Under each icon appears one box for each unit of that type of cargo the ship can hold. A white box is an empty cargo container, while a green box is a full one.

The bottom bar, marked with a planet, shows you what kind of goods the current planet can supply and what kind of goods it demands. A cargo icon appears for each type of cargo the planet either has or wants. The number of boxes under the cargo icon shows how many units of that type of cargo the planet produces each quarter. Each green box is a unit of cargo that has been produced and is waiting to be shipped, while each white box is a unit of cargo that has not yet been produced.

The yellow bar beneath the cargo icon will be lit if there is a demand for that type of cargo on the planet. If the bar is unlit (that is, not showing), that planet does not want that cargo and won't pay for it. Demand is unlimited; if the planet wants that cargo, it will take as much of it as you can supply. As a general rule, a planet that supplies a cargo type won't demand that cargo, and vice versa. Passengers and food are the exceptions to this rule — a planet may sometimes supply *and* demand these cargos at once.

The amount and type of goods a planet produces depends on several factors: what kind of planet it is, what kinds of industries exist on the planet (See "Improving Your Starport," below), and what the planet's Development Level (DL) is. The building of new industries can cause a planet to either start producing a new type of good, or to stop producing an older one, if it requires that older good as a raw material for its industries. {67, QRC}

Every planet produces passengers and at least one other raw good. Planets will not produce any of the other goods unless the right industries are built at the Starport{39} (see the last section of the Tutorial, "Other things to try.")

Find the "Configure Cargos" button and click on it. The mouse pointer will change from the routing targeting box to one showing an arrow and six boxes. Click on one of your two Starports, and the Cargo Configuration screen will appear.

The top of this screen shows the inside layout of your ship, filled with gray cargo boxes. Each cargo box shows a picture of the kind of cargo it can carry. Under the layout picture is a row of cargo icons used to select the kind of cargo to place in the ship. The yellow highlight shows you what kind of cargo is currently selected.

Underneath the cargo selection rows are two more rows of cargo icons. These rows show you the cargo supplies and demands for the planet your ship is departing from and the one to which it is going. To maximize your profit, you want to set up your cargo bays to carry only cargo that the first planet produces and the second planet wants.

Move the mouse pointer up to the ship layout. Find a cargo box that your ship doesn't need to be carrying and click on

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it. The cargo box will disappear. Get rid of all the cargo boxes your ship doesn't need for this leg of its route. Then move the mouse pointer down to the row of cargo selection icons. Find a kind of cargo that your ship needs (or needs more of), click on it, then click on an empty space in your ship. The new cargo box will appear.

Fill your ship up with the right kind of cargo boxes for the trip, then click on the red check mark to save the configuration and exit back to the Routing Screen. You'll notice that a small yellow box has lit up next to that planet's name on the Routing List. This shows that the ship is using a special cargo configuration when it leaves that planet instead of the standard configuration it started with.

Click on your second Starport and repeat the cargo configuration for the new set of supply/demand information. Again, click the red check mark to save the configuration and exit back to the routing screen. Save the new route information (click on the "Accept Route" button), then click on the "Exit" button to exit back to the Main Screen. Your ship is now ready to head out and start making money for you.

One last note about cargo configuration: it may happen that both of your two planets produce a certain kind of product and neither demands it. If that happens, don't bother loading your ship with boxes for that kind of cargo. Your ship won't load cargo unless there's some planet on its route that wants that cargo.

Step Four: Watch Your Cash

Now you've got the basics under control: you have two Starports, and a ship carrying goods between them. If you're not already there, get back to the Main Screen and unpause the game. Your ship will start moving back and forth

between your two planets.

Find the toggle switch on the Main screen which has a picture of both a planet and a ship on it. Click on the ship side of the toggle, if it isn't already toggled down, and take a look at the box underneath the switch. You should see a set of information about your ship, in this order: a picture of the ship and its name; the number of credits it made on its last run (which will change as you ship makes each stop); the ship's range; the ship's speed; and the ship's status display, which should be constantly updating {32}. Hopefully, the number of credits the ship is making is positive on both legs of its trip. The *exact* amount of credits the ship will make depends on many factors: how much cargo it delivered, how far it went, and several other things {74}.

Look at the bar underneath the Galaxy display. It shows the ship's current cargo configuration for whichever leg of its trip it is currently on. This bar updates as the ship moves from planet to planet. The small boxes change from white to green and back as cargo is loaded and unloaded.

Now move the mouse pointer back to the toggle switch and click on the planet. The display changes to show information on whatever planet is currently selected. From the top, this information is: the planet's name; the race that owns it; the planet's development level; your CSI for that planet; the quarterly rental cost for your Starport on that planet; and the status of the planet {37}. The bar under the galaxy display shows the cargo the planet is producing. The boxes will change from green to white and back again as your ship picks up cargo and transports it away.

The revenue from your ship is the only regular source of income your company has, and it comes in continuously as your ship travels. Your company also has a number of expenses, which are paid quarterly: rent on your Starport facilities,

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maintenance on your ship, and so on. To track how well your company is doing, go to the Menu Bar and pull down the Reports menu. You can call up any of these Reports and get detailed information on how your company is doing in comparison to the other four companies in the game {62}.

Other Things to Try

Improve Your Spaceport

You can help your business by improving your Starport facilities. You can get to the Starport screen by double-clicking on the planet on the Galaxy Display (Main Screen). The buttons on the right side of the screen let you build new structures or destroy old ones, while the display window on the left shows you what your spaceport looks like. {34}

When you click on a "Build" button, the types of buildings you can make appear on the bar underneath the Starport Display window. You may add only one of each type of building to your Starport. If you see a "closed door" icon instead of a picture of a building, it means that you have already built that structure.

You can add three types of buildings to your Starport:

- **Facilities.** These are buildings that help your Starport run better. Three of them are essential: Landing Pad, Fuel Dump, and Terminal. Your Starport starts with these three facilities in place. You won't need to build them unless they are somehow destroyed by accident or sabotage. The fourth facility is a Shipyard, which allows you to build new ships at this Starport.

- **Industries.** Industries help the planet produce more advanced cargos for you to ship. Industries require raw materials which either have to be produced at the planet or

shipped in. Industries also produce waste materials, requiring you to build Toxic Storage sites or risk your relations with the locals.

- **Luxuries.** Luxuries increase the local level of happiness, improving your CSI at that Starport.

Buy a Ship

If you have the money, you can commission the building of a new ship for your fleet. You can only build a ship on a planet where your Starport has a shipyard. Since your first planet comes with a shipyard, find your home planet and click on it to make it current. Then find the *Buy Ship* button on the Main Screen and click on it. The Ship Builder screen appears {45}.

Choose a ship model from the model list by clicking on it. Add weapons and shields (if you want) by clicking in the Weapon and Shield boxes at the bottom of the screen and selecting from the list of available parts (there may be only one part available if starship technology hasn't advanced very far). When you are done designing your ship, click on the *Buy* button. A box will pop up asking you to name your ship; type in the ship name, then press "Enter" (or click on "OK".) Assuming you have enough money, the ship will be added to your fleet. (Be sure to go assign it a route!)

Visit the Bank

If you need a loan, or want to move some of your money from checking to savings where it can earn interest, go to the *Menu Bar* on the Main Screen, pull down the *Action Menu*, and select *Bank*. The Bank screen appears. From here you can request a loan, or transfer money between your accounts {53}.

This ends the **Space Bucks** Written Tutorial. With what you've learned here, you should be able to get your business up and running at a profit within a few years. Good luck!

Part II: Reference Section

This section of the manual is intended to act as a handy screen-by-screen reference for **Space Bucks**. We suggest you use either the **On-Line Tutorial** or the written tutorial in the first section of this manual to learn to play the game, then refer to this section to answer any more detailed questions you may have.

The Main Screen

Most of the game action in **Space Bucks** takes place here, on the main screen, shown the following page.

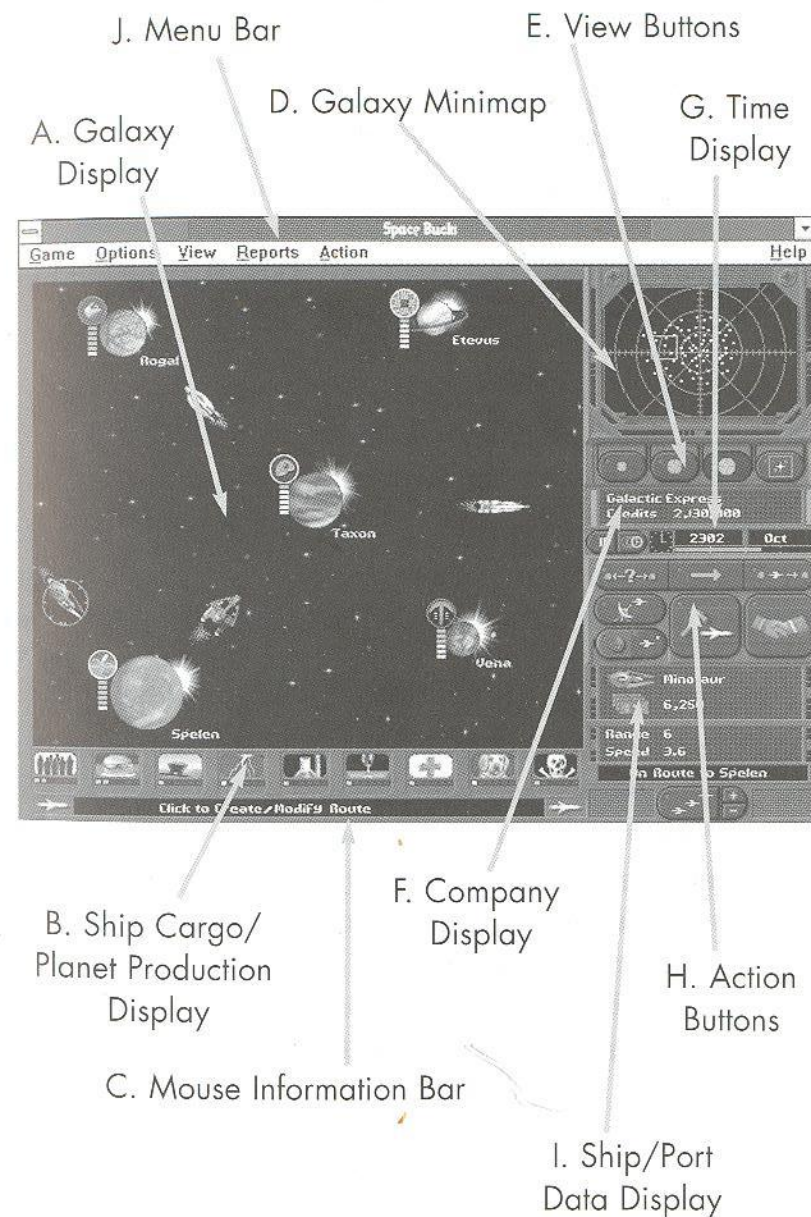
The parts of the Main Screen are:

A. Galaxy Display: This panel shows you what is currently known about the galaxy. You can change the information shown in this display by using the *View Menu* on the *Menu Bar (J)*. [66] By using the *View Buttons (E)* you can change how much of the galaxy is displayed at one time. The number of planets you can see on this screen is determined by the *Visibility Option* found under the *Game Options Menu [6]* on the *Menu Bar (J)*.

To scroll the galaxy display, move the mouse cursor to any edge of the Galaxy display and click the right mouse button. You can also move quickly around the Galaxy Display by using the *Galaxy Minimap (D)*.

A circle of your company's color marks the currently selected planet. To make any planet on the Galaxy Display the

Main Screen



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current planet, click on it once. To move to the Starport Screen {34} for any planet, double-click on that planet. A second red circle marks the currently selected ship. To make any ship your current ship, click on it.

There are twelve different types of planets, each with a unique appearance on the Galaxy Display {QRC}. Planets of different types produce different types of cargos at different rates {74}.

B. Ship Cargo/Planet Production Display: This bar shows two different sets of information.

1. When the *Ship/Planet Data Toggle* (H-6) is set to display ship data, this bar shows you what the cargo capacity of your current ship is and what it is current carrying. A cargo icon {67, QRC} appears for each type of cargo the ship can carry. Under each icon appears one box for each unit of that type of cargo the ship can hold. A white box is an empty cargo container, while a green box is a full one.

2. When the *Ship/Planet Data Toggle* (H-6) is set to display planet data, this bar shows you what kind of goods the planet can supply and what kind of good it demands. A cargo icon {67, QRC} appears for each type of cargo the planet either has or wants. The number of boxes under the cargo icon shows how many units of that type of cargo the planet produces each quarter. Each green box is a unit of cargo that has been produced and is waiting to be shipped, while each white box is a unit of cargo that has not yet been produced.



The yellow bar beneath the cargo icon will be lit if there is a demand for that type of cargo on the planet. If the bar is unlit, that planet does not want any of that kind of cargo and won't pay for it. Demand is unlimited; if the planet wants that cargo, it will take as much of it as you can supply.

A colored highlight appears around one of the cargo icons. This is the type of service that the planet requires from your company {43}. If the highlight is green, your company has fulfilled its obligation and the planet is happy. If the highlight is red, the planet is still waiting for your company to deliver the goods you promised for that year.

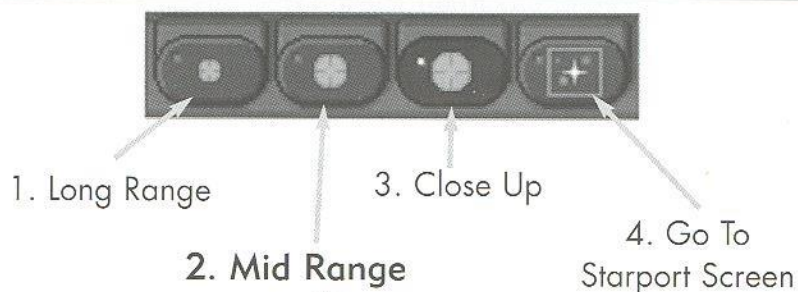
C. Mouse Information Bar: When you move the mouse pointer over a button or display on the main screen, this bar will tell you what the button does or what the display shows.

D. Galaxy Minimap: This is a miniature map of the entire known galaxy. The number of planets you can see on this screen is determined by the *Visibility Option* found under the *Game Options Menu* {6} on the *Menu Bar* (J). The hollow red rectangle shows the area of the galaxy which is currently being displayed on the Galaxy Display (A). You can use this minimap to move quickly around the Galaxy Display by clicking on the Minimap on the area to which you want to jump.

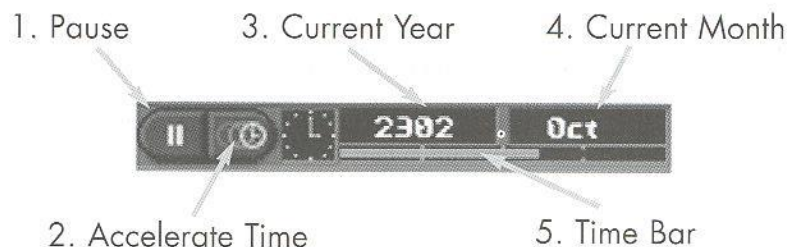
On the Minimap, each planet in the Galaxy which has been acquired by a company is shown in that company's color; all other planets are shown in brown.

Space Bucks

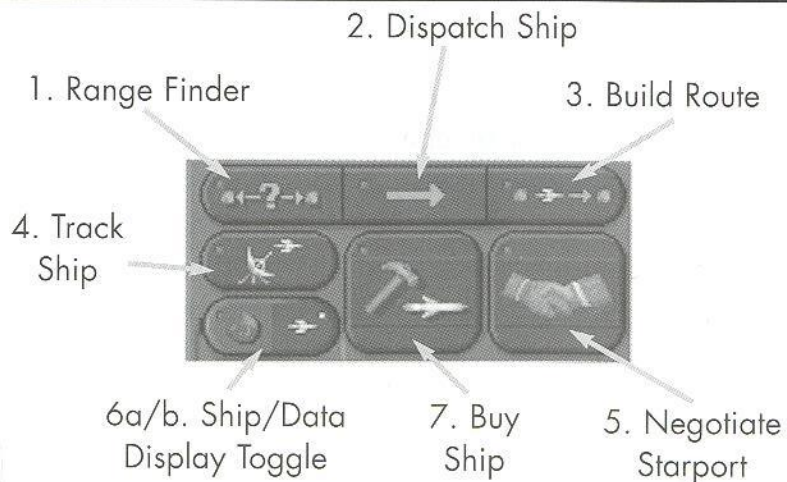
View Buttons



Time Display



Action Buttons



E. View Buttons: These four buttons allow you to change the view on the Galaxy Display. (See picture opposite.)

1. *Long Range View:* Shows you the whole galaxy. (This view is the same as the Minimap.)

2. *Mid Range View:* Shows you a moderate number

F. Company Display: This bar shows you the name of your company, the amount of cash in your checking account, and your company's color (on the vertical stripes on both sides of the bar).

G. Time Display: This part of the main screen shows you how time is passing and lets you control how fast it goes by.

1. *Pause Button:* Clicking this button pauses the game. Time stops, and no activity takes place until the button is clicked again to unpause the game. You can also press the **P** key to pause and unpause the game. You may take any action while paused that you can take while time is running, but you won't see the results of your actions until time resumes. An important note: *Any time* you leave the main screen to take an action on another game screen such as a Starport or the Ship Builder, the game automatically pauses. Time begins running again automatically when you return to the Main Screen.

2. *Accelerate Time:* Click this button to make time pass at double its usual rate. Click it again to slow time back down to its normal speed.

3. *Year Display:* Shows you the current year.

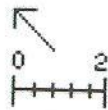
4. *Month Display:* Shows you the current month.

5. *Time Bar:* This bar shows times passing. As the year goes by, the bar fills up with red color. The bar is divided into quarters (three-month periods). At the end of the year, the bar resets.

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H. Action Buttons: These buttons allow you to take several important game actions.

1. *Range Finder:* This button lets you determine the distance between any two planets. To use it, first click on the Range Finder button. The mouse pointer changes to the *Range Tool*.



On the *Galaxy Display (A)*, click on one planet, then on a second. The *Mouse Information Bar (C)* shows you the distance between the two planets. Click on the Range Finder button again to turn off the Range Finder.

2. *Dispatch Ship:* This button lets you move your currently selected ship from its current location to another planet. Select a ship by clicking on it in the Galaxy Display, or by using the *Fleet Display & Ship Selection Button (I-S6)*, or by selecting it on the Fleet List {63}. Then click the Dispatch Ship button, then on the planet where you want the ship to go. The ship will immediately leave its route and travel to that planet (assuming that planet is within the ship's range.)

3. *Build Route:* Clicking this button brings up the *Routing Screen* {48}.

4. *Track Ship:* Clicking this button will cause the Galaxy Display to start tracking the currently selected ship. Click this button a second time to turn off tracking.

5. *Negotiate Starport:* Clicking this button brings up the *Negotiation Panel* to let you place bids to build a Starport on the current planet {41}.

6a/6b. *Ship/Planet Data:* Clicking this button toggles the Ship Cargo/Planet Production Display (**B**) and the Ship/Port Data Display (**I**) to show either ship or planet information. One side of this button shows a small ship, the other a small planet. Click on the picture to view the appropriate set of data.

7. *Buy Ship:* This button takes you to the *Starship Builder Screens* {45} to let you design and purchase a new ship for your fleet. *Note:* In order to use this option, the currently-selected planet must have a shipyard facility. {40}

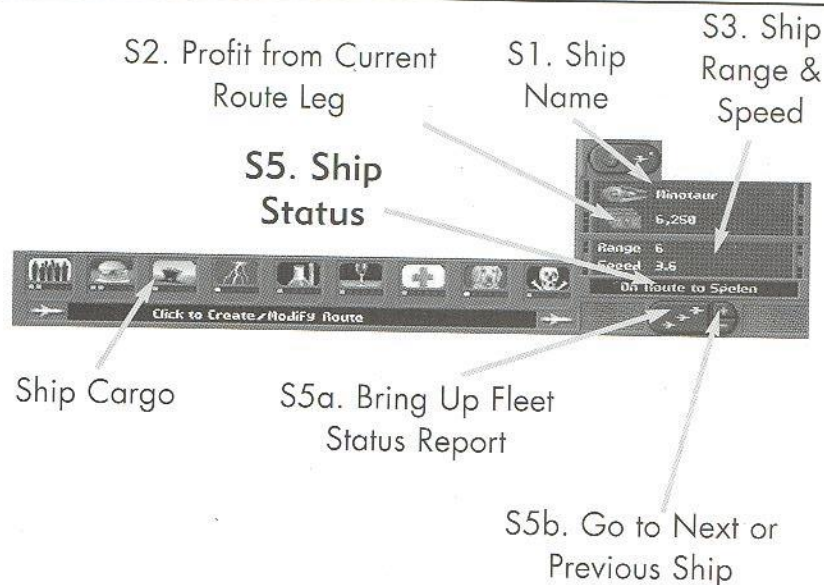
I. Ship/Port Data Display: This panel displays information on either the currently selected ship or the currently selected planet.

When the *Ship/Planet Data Button (H-6)* is set to display ship data, the following information is shown:

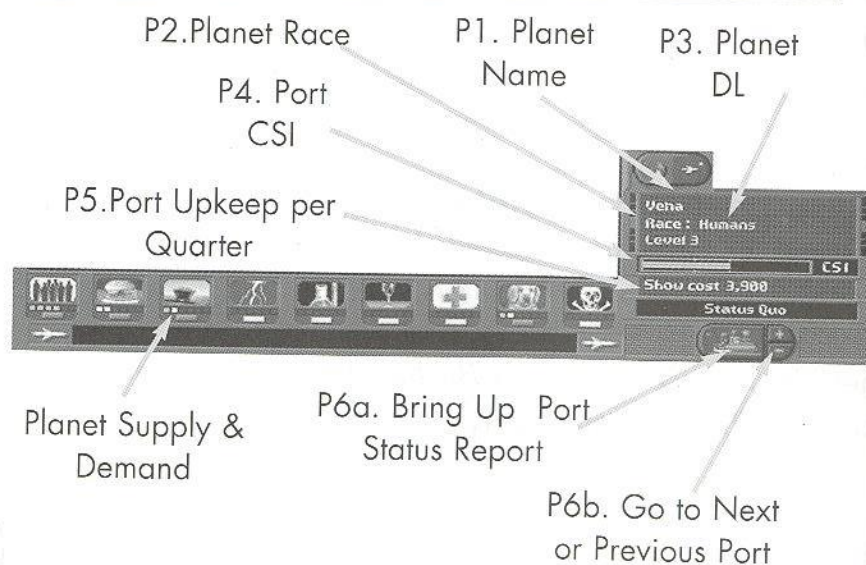
S1: The name of the current ship and a small picture of it.

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Ship Display



Planet Display



S2: The profit the ship made on the most recent leg of its route.

S3: The ship's range and speed.

S4: The ship's status (docked, loading cargo, en route to planet, and so on.)

S5: Fleet Display/Ship Selection Button: Clicking on the button showing three ships will bring up the Fleet Display screen {67} which shows you all the ships in your fleet. To change your current ship, click on either the plus or the minus button next to the Fleet Display button, and the information panel will cycle through the information on each of your ships, one at a time, until you find the one you are looking for.

When the *Ship/Planet Data Button (H-6)* is set to display planet data, the following information is shown:

P1: The name of the current planet.

P2: The race inhabiting the planet.

P3: The Development Level {70} of the current planet.

P4: Your Customer Satisfaction Index (CSI) for that planet, if you own a Starport there.

P5: If you have a starport on the planet, this shows how much the upkeep on that starport is per quarter (rental fees and maintenance.)

P6: Port Display/Port Selection Button: Clicking on the button showing the starport will bring up the Starport Display screen {63} which shows you all the Starports you own. To view information on another one of your ports, click on either the plus or minus button next to the Port Display button, and the information panel will cycle through the information on each of your Starports, one at a time, until you find the one you are looking for.

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J. Menu Bar: This bar displays the names of six menus you can access for more game options and commands. The Game and Options menus have already been described (6); the Reports and Action menus are described below (53, 62), and the Help menu can be used to access this manual on-screen.

Starport Screen

The Starport Screen can be reached by double-clicking on any planet on the Main Screen Galaxy Display, or by clicking the *Go to Starport Screen* button on the Main Screen. From this screen you can monitor and make changes to your Starports.

The parts of the Starport screen are:

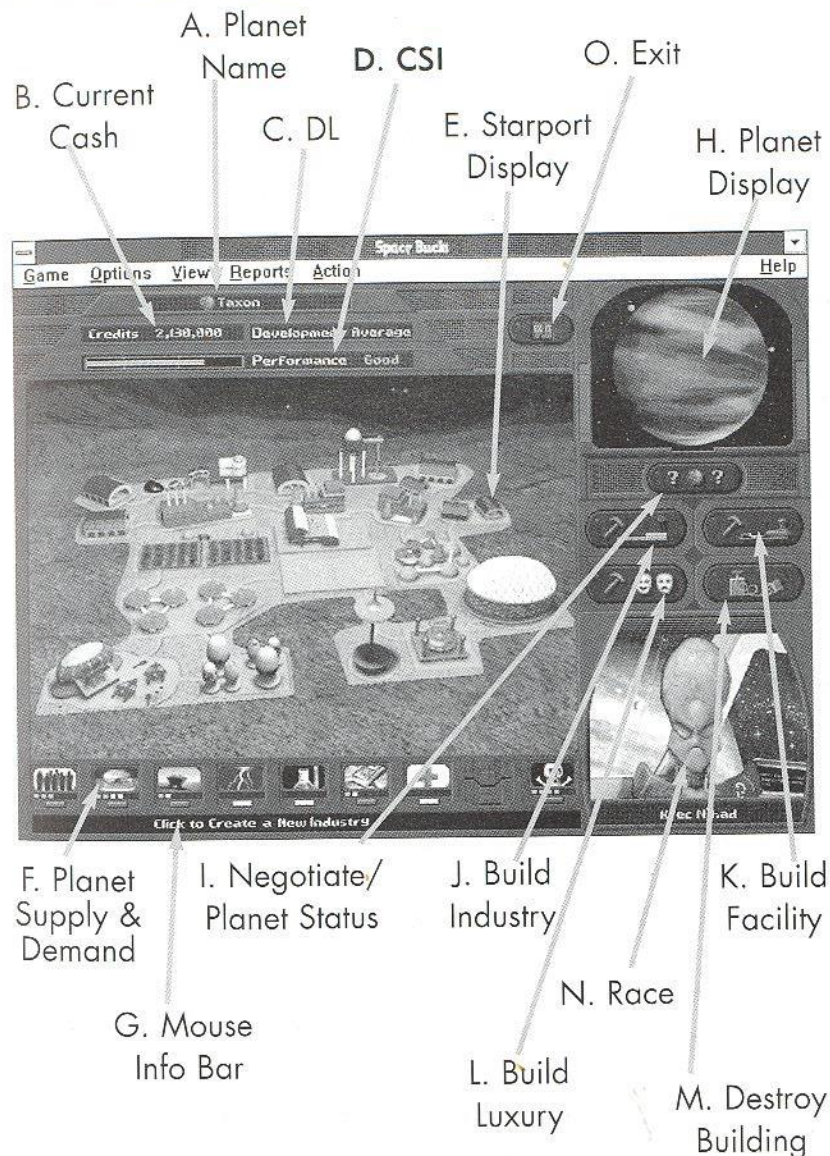
A. Planet Name: This box shows you the name of the planet where your starport is located.

B. Current Cash: This box shows you how much cash is currently in your checking account.

C. Development Level: This box shows the planet's development level.

D. Customer Satisfaction Index: This bar shows you what the attitude of the planet's people is toward your company. On the right is a color bar with two hash marks. The size of the bar and the color change as the company's attitude toward your company changes. A large green bar shows you that the locals are happy with you. A smaller yellow bar shows that there is some dissatisfaction you should investigate. If the bar turns

Starport Screen



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red, you are in danger of losing your Starport privileges unless you improve your planet's performance within one year or less.

The left part of the display gives you a one-word description of the same thing: Well-liked, Liked, or Disliked. If you are Disliked, you must improve your rating to Liked within a year or you will be kicked off the planet.

E. Starport Display: This panel shows you your starport and all its facilities. Before you buy a Starport, this display shows only buildings representing the planet's natural resources (some subset of people, food, fuel, or ore). When you buy a Starport, the three basic facilities of the Starport are added: the Terminal, Landing Pad, and Fuel Dump. If you expand your Starport by adding other facilities, they will appear on this display when you build them.

By clicking on each facility, you can get information about how well that facility is functioning. Only one of each facility, except Toxic Storage, can be built. Facilities will tend to become more efficient over time, producing more product from the same amount of raw material.

If a competitor owns the Starport on this planet, you will be able to see what facilities he has built, but you will not be able to access any other information on the Starport.

F. Planet Supply and Demand: This bar shows you what goods the planet produces and what goods it wants to buy. A cargo icon {67, QRC} appears for each type of cargo the planet either has or wants. The number of boxes under the cargo icon shows how many units of that type of cargo the planet produces

each quarter. Each green box is a unit of cargo that has been produced and is waiting to be shipped, while each white box is a unit of cargo that has not yet been produced.

The yellow bar beneath the cargo icon will be lit if there is a demand for that type of cargo on the planet. If the bar is unlit, that planet does not want any of that kind of cargo and won't pay for it.

G. Mouse Information Bar: When you move the mouse pointer over a button or display on the main screen, this bar will tell you what the button does or what the display shows. If you put the mouse cursor over the buildings on your starport, this bar will tell you what each building is.

H. Planet Display: This panel shows you a picture of the planet. There are twelve different types of planets, each with a unique appearance {QRC}. Planets of different types produce different types of cargos at different rates {68}. The two vertical green bars on either side of the picture are *Alert Bars*: if something is wrong at your starport, these bars will flash red to alert you to the problem. The *Planet Status* button (I) will tell you exactly what the problem is.

I. Negotiate/Planet Status: This button has two uses. If there is no Starport on this planet, it will take you to the *Negotiation Panel* {41} so that you can place a bid for a Starport. If you have already built a Starport, this button will tell you the status of your Starport and report on any problems that need attention.



Starport Industries



1. Metal



2. Chemical



3. Specialty
Good



4. Toxic
Waste

Starport Facilities



1. Terminal



2. Landing
Pad

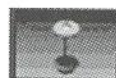


3. Fuel Dump

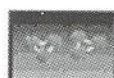


4. Shipyard

Starport Luxuries



1. Restaurant



2. Mall



3. Casino



4. Sports
Arena

J. Build Industry: When you click this button, the *Planet Supply and Demand Bar (F)* will change to display the four types of industry you can build. Building a new industry allows the planet to start producing more advanced and profitable cargos. You may only build one type of each industry, *with the exception of Toxic Storage*. Any industry you have already built will be replaced by a closed door icon.

1. *Metal:* A metal industry produces refined metals for export. It requires ore as a raw material, and produces toxic waste. The efficiency of the industry will increase as the planet's Developmental Level increases, while its tendency to pollute will decrease.

2. *Chemical:* A chemical industry produces chemicals for export. It requires fuel as a raw material, and produces toxic waste. The efficiency of the industry will increase as the planet's Developmental Level increases, while its tendency to pollute will decrease.

3. *Specialty Goods:* A specialty good industry produces a valuable cargo unique to that race. Each race can produce a specific specialty good. Different specialty goods require different raw materials; some specialty goods require more than one raw material for production. Specialty Goods industries {74, QRC} produce no toxic waste.

4. *Toxic Storage:* Metal and Chemical industries produce toxic waste as a by-product. The toxic waste must be either stored or transported off-world, or the locals will become unhappy. You may build up to six Toxic Storage units at each Starport.

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K. Build Facility: When you click this button, the *Planet Supply and Demand Bar (F)* will change to display the four types of facility you can build. Facilities keep your Starport running efficiently. You may only build one type of each facility. Any facility you have already built will be replaced by a closed door icon. Since you start with three of the facilities already built (Terminal, Fuel Dump, and Landing Pad), you won't need to build these unless one of them is destroyed during the game. Any essential facility that is lost should be replaced as soon as possible; otherwise, all ships that are routed through that Starport will remain idle until the Starport is repaired.

1. *Terminal:* An essential facility where goods are brought and packaged for transport.

2. *Landing Pad:* An essential facility that allows your ships to land.

3. *Fuel Dump:* An essential facility that allows your ships to refuel.

4. *Shipyard:* A shipyard allows you to build new ships at this Starport.

L. Build Luxury: When you click this button, the *Planet Supply and Demand Bar (F)* will change to display the four types of luxury you can build. Luxuries act to increase your Customer Satisfaction Index on that planet. Different luxuries increase your CSI by different amounts. You may only build one type of each luxury. Any luxury you have already built will be replaced by a closed door icon.

M. Destroy Building: You can demolish any structure on your Starport by clicking on this button and then clicking on the structure you want to get rid of. You will receive about half of the cost of the structure back as cash from the planet for the scrap. You may not demolish the three essential components of the Starport (Terminal, Landing Pad, and Fuel Dump).

N. Race: This panel shows a picture of the race which owns the planet [76].

O. Exit: Click on this button to return to the Main Screen.

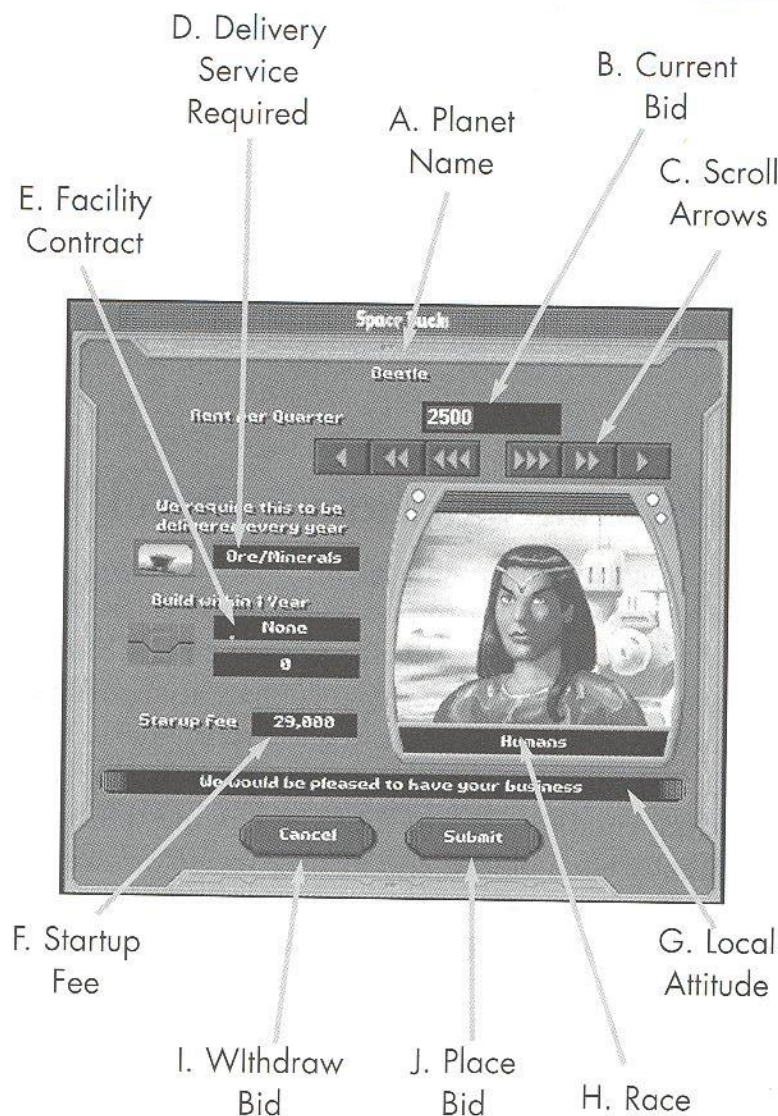
The Starport Negotiation Panel

The Starport Negotiation Panel appears whenever you either click on the *Negotiate Starport* button on the Main Screen, or when you click on the *Negotiate / Planet Display* button on the Starport Screen. This panel allows you to place bids on unowned planets to try to get the exclusive right to build a Starport there. If another company has already placed a bid on that planet (but has not yet won the landing rights), you will first see a panel telling you what bids have already been placed and asking you if you want to place a competing bid. If you decide to place a competing bid, the Starport Negotiation Panel then appears.

The parts of the Starport Negotiation Panel are:

A. Planet Name: The name of the planet under negotiation.

Starport Negotiation Panel



B. Current Bid: The number displayed in this box shows you the current amount of rent you are offering to pay the locals on the planet each quarter-year for the right to place your starport there. You can change the number in this box by clicking the mouse pointer in the box and typing in a new number, or by using the *Scroll Arrows* (C). There will always be a minimum acceptable bid; if you try to place a bid lower than the minimum, the minimum will be displayed in this box instead.

C. Scroll Arrows: Use these arrows to adjust your bid up (left arrows) or down (right arrows). Click on the arrows to change the bid. To change the bid more quickly, click on the arrow and hold the mouse button down; the number in the Current Bid box will scroll either up or down until you release the mouse button.

D. Delivery Service Required: As part of the contract for your Starport, the local race may ask you to guarantee to deliver a certain number of a particular type of cargo to their planet each year. The small box to the left shows a picture of the type of cargo, with the number of units of that cargo you are contracting to deliver. The name of the cargo type appears in the longer box to the right. Neither the type of cargo nor the amount to be delivered is negotiable. If you agree to deliver these goods, then fail to do so, the planet will become very unhappy with your company and may eventually take away your Starport and give some other company the right to use the planet.

E. Facility Contract: The planet may also ask you to promise to build a certain facility for them within the specified length of time as part of your contract. The small box to the left shows a picture of the type of facility the planet wants. The top right box gives you the name of the facility, while the lower right box shows you what the cost to build that facility will be.

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Neither the type of the facility nor the cost to build it are negotiable. If you agree to build the facility but don't do so by the time agreed, the planet will become very unhappy with your company and may eventually take away your Starport and give some other company the right to use the planet.

F. Startup Fee: This is how much it will cost you to build your basic Starport with its three essential facilities. This is a one-time cost which does not include the cost of any special facility you may have agreed to build as a *Facility Contract (E)*.

G. Local Attitude: This box shows you how interested the locals are in doing business with your company. The more interested they are, the less they will charge you for rent.

H. Race: This panel shows you the race that owns the planet you are bidding on.

I. Withdraw Bid: Click on this button to cancel your bid for a Starport on this planet.

J. Place Bid: Click on this button to submit your bid to the locals for consideration. The locals will think about your bid (and the bids of the other companies, if any are made) for a while before making a decision. If a competitor also places a bid on the planet, you will be given a chance to change your bid. Each company gets *only* two bids; the first bid from each company is visible, while the second is always hidden. The bids are always listed in the order of best bid to worst, and the length of time left for bidding is displayed on the panel.

The Starship Builder Screen

The Starship Builder Screen appears when you click on the *Buy Ship* button on the Main Screen. This screen lets you commission the building of a new ship for your fleet.

The parts of the Starship Builder are:

A. Ship Model List: This panel shows a list of the ship models currently in production that you can buy and then customize. Select a model by clicking on the name in the list.

B1. Ship View (External) & B2. Ship View

(Internal): These two panels show you what the currently selected model of ship looks like. The external view shows you what your ship looks like from the outside, while the internal view shows you how much room the ship has to store cargo.

C. Buy Ship: Click on the *Buy* button to buy the ship when you are done customizing it. If you do not have enough money in your account to pay for the ship, you will not be allowed to buy it.

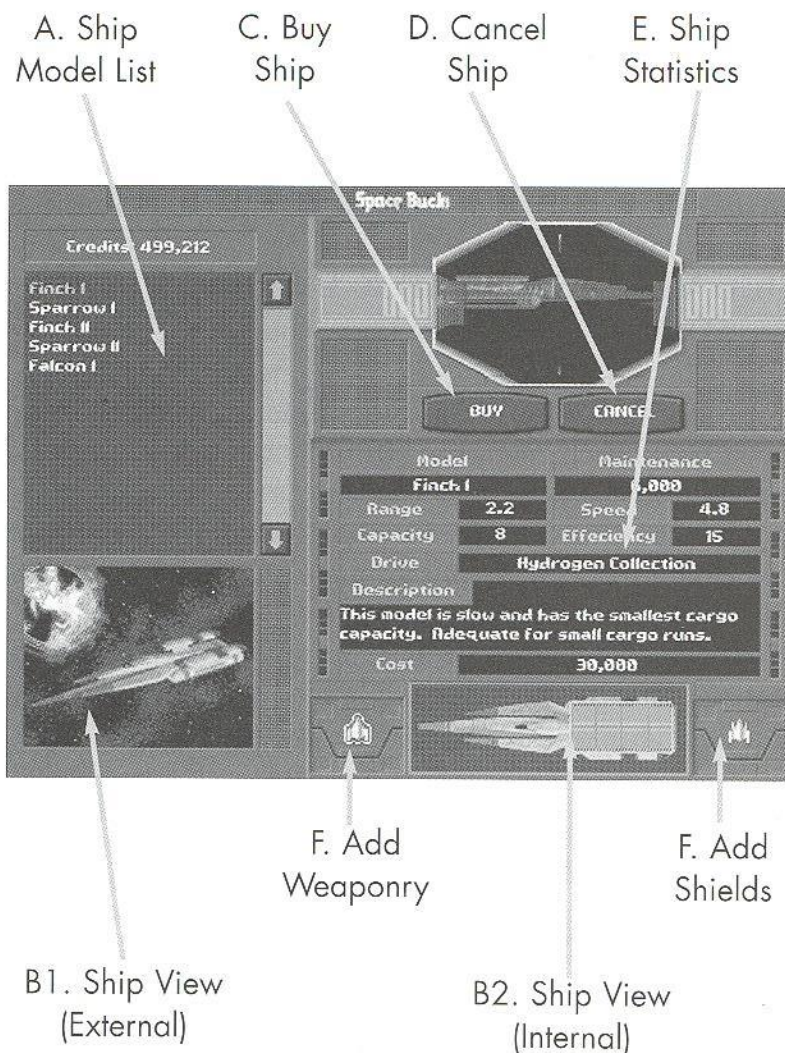
D. Cancel Ship: Click here to leave the Ship Builder without buying a new ship and return to the Main Screen.

E. Ship Statistics: This panel shows you all of the capabilities of your currently selected ship and the price to buy it.

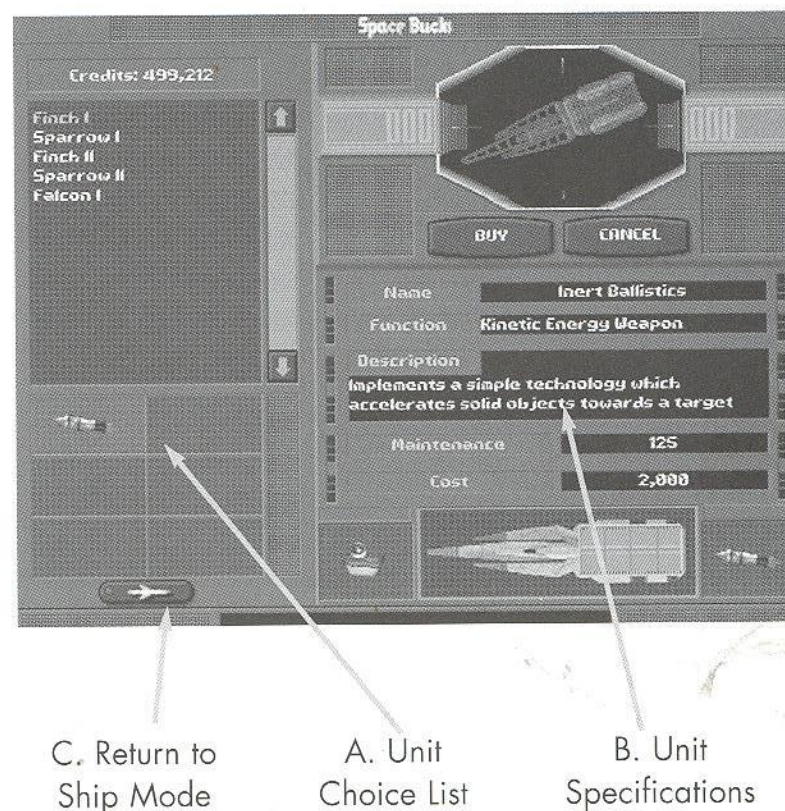
F. Add Weaponry: Click on this box to go to the *Ship Shields and Weapons Sub-Screen* (see below) and add weapons to your ship.

G. Add Shields: Click on this box to go to the *Ship Shields and Weapons Sub-Screen* (see below) and add defenses to your ship.

Starship Builder Screen



Ship Shields and Weapons



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Ship Shields & Weapons Sub-Screen

When either the *Add Weaponry* (F) or the *Add Shields* (G) box is clicked, several of the panels on the Ship Builder Screen change.

A. Unit Choice List: The *Ship View (External)* panel is replaced by the Unit Choice list, which shows you from one to six types of units (either weaponry or shielding) you can choose to add to your ship. To select a unit, click on its picture. The unit will appear in the appropriate box (either shield or weapon.) To change the list from Weapons to Shields or vice versa, click on the *Add Weapon* (F) or *Add Shield* (G) button and the list will update.

B. Unit Specifications: The *Ship Statistics* panel is replaced by the *Unit Specifications* panel, which shows you the name of the unit you have selected in the *Unit Choice List* (A), what it does, and what the cost to purchase and maintain that unit will be.

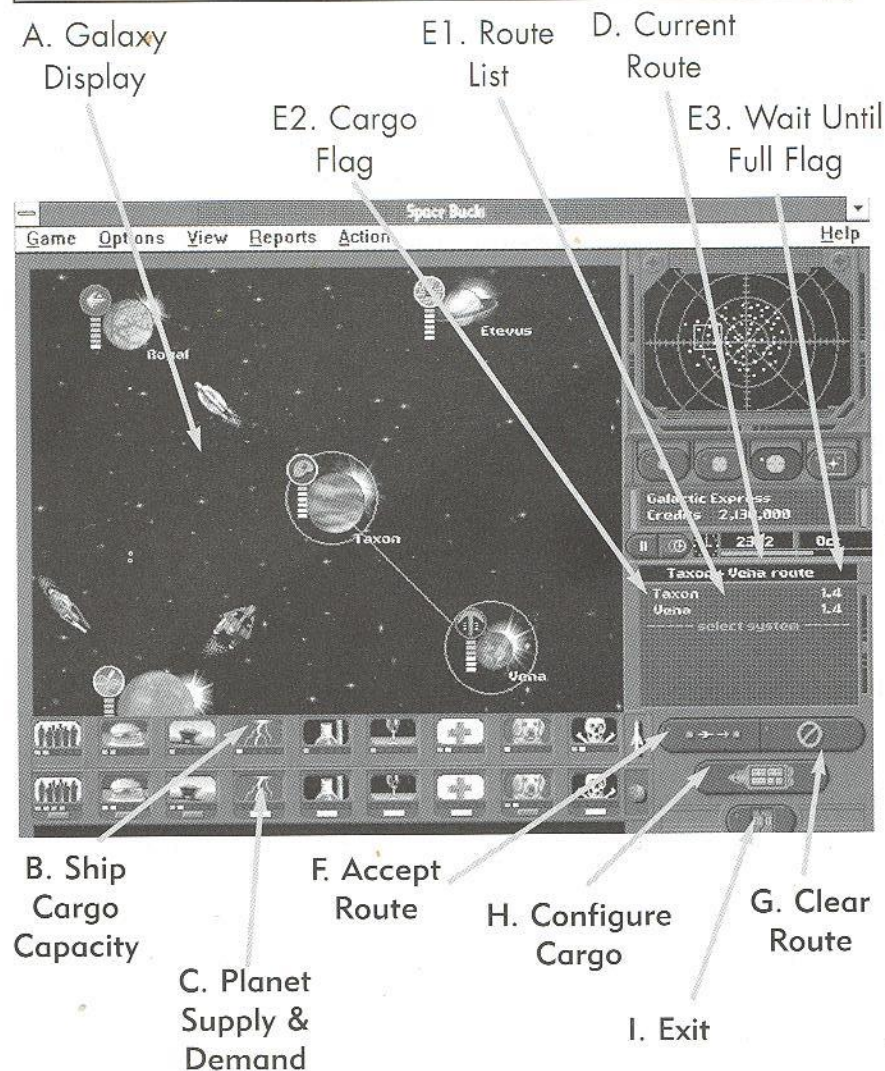
C. Return to Ship Mode: Click here to return to the main ship builder screen.

The Routing Screen

This Screen appears when you click on the *Build Route* button on the Main Screen. From here, you can set up a route for your starships to travel in search of profit. You can only set the route for one ship at a time.

The Routing Screen is similar to the Main Screen and has a number of the same buttons and panels. The **Galaxy**

Routing Screen



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Minimap, View Buttons, Mouse Information Bar, and **Company** and **Time Displays** are all exactly the same. The other parts of the Routing Screen are:

A. Galaxy Display: The Galaxy Display on the Routing Screen is almost the same as the Main Screen Galaxy Display. However, when you select a planet to add to the current ship's route, a purple circle appears around all the other starports you own which are in range of that ship. When you select the second planet for the ship's route, a new set of in-range planets will be marked.

B. Ship Cargo Capacity: This bar shows the cargo capacity of the current ship. A cargo icon {67, QRC} appears for each type of cargo the ship can carry. Under each icon appears one box for each unit of that type of cargo the ship can carry. A white box is an empty cargo container, while a green box is a full one.

C. Planet Supply/Demand: This bar shows the cargo supply and demand for the currently selected planet. A cargo icon {67, QRC} appears for each type of cargo the planet either has or wants. The number of boxes under the cargo icon shows how many units of that type of cargo the planet produces each quarter. Each green box is a unit of cargo that has been produced and is waiting to be shipped, while each white box is a unit of cargo that has not yet been produced. The yellow bar beneath the cargo icon will be lit if there is a demand for that type of cargo on the planet. If the bar is unlit, that planet does not want any of that kind of cargo and won't pay for it.

D. Current Route: This bar shows you the name of the current route. You can change the name of the route by clicking in this box, typing in the new name, and pressing "Enter."

E. Route Selection: This panel shows you information about your ship's current route.

1. *Route List:* The center part of this panel shows you the list of planets currently on your ship's route, in the order in which the ship will stop. To add a planet to this list, click on it on the *Galaxy Display* (A). The planet's name will appear on the Route list. As you add more planets to the list, a purple line will connect the planets together in the route you've chosen. You can have up to six planets in one route. After visiting the last planet on the route, the ship will automatically return to the start of the route, provided the last planet and the first planet are within range of each other. If the two planets at the end of the route are too far away for the ship to make the trip between them, the route will be rejected and you will be unable to save it.

You cannot remove a planet from the route list once it has been added. To remove a planet, you must click on the *Cancel Route* button (G) and start over. However, if you want to swap one planet for another, you can do so by selecting the leg to be replaced in the Route List and then clicking on the replacement planet on the Galaxy Display.

2. *Cargo Flag:* Just to the right of each planet name on the route list is a small box. When this box is yellow, it means you have *Configured* the ship's cargo capacity for that leg of the trip (see the *Configure Cargo Button* (H).) If the box is unlit, the ship will keep using whatever cargo configuration it had when it arrived at that planet. This box automatically lights up when you configure the ship's cargo for that planet, but you can turn it off (and on again) by clicking on it, if you want.

3. *Wait Until Full Flag:* Just to the left of each planet name on the route list is a second small box. When this box

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is orange, the ship will stop at that planet and wait until the planet has produced enough cargo to fill the ship. (This only applies to those cargos produced by the planet; if the ship has room for ore, but the planet does not produce ore, the ship will not wait around for ore to magically show up.) Once the ship is full, it will move on to the next planet in the route. This will tend to make the ship take more time to complete its route, but it will keep the ship from traveling with empty cargo compartments. To set the Wait Until Full Flag, click on the box. Click a second time to turn this option off.

F. Accept Route: When you have finished creating the route for your ship, click on this button to save the route and return to the Main Screen.

G. Clear Route: Click this button to remove all planets from the Route List (E) and start over.

H. Configure Cargo: Click on this button to configure your ship's cargo for each leg of its route. The mouse pointer will change from the routing targeting box to an arrow and six boxes. Choose the leg of the route you want to configure by clicking on either the planet itself in the Galaxy Display (A), or on the name of the planet in the Routing List (E), and a picture of your ship's interior layout will appear.

The ship's cargo hold is shown as a number of gray boxes with pictures of the cargo on the outside. To remove a cargo box, click on it. To place a new cargo box, select the cargo from the row of cargo icons just beneath the ship, then click on the ship in the place where you want the box to go. Some kinds of cargo take up more room than others. The yellow bar shows you what kind of cargo is currently selected. Above the ship layout is a box that tells

you the base profitability of the currently selected type of cargo, before any other modifiers are applied.

Underneath the cargo selection rows are two more rows of cargo icons. These rows show you the cargo supplies and demands for the planet your ship is departing from and the one to which it is going. To change the planets to a different leg of the route, click on the up and down arrows just to the right of the supply/demand bars.

A diagram of the Cargo Configuration Screen is available on page 85.

I. Exit: Click here to return to the Main Screen without saving the current route.

The Action Menu

The Action Menu on the Menu Bar allows you to control a number of business activities not available from the main game screens.

1. Bank

Selecting this menu option brings up the Banking Panel. The left column on the banking panel shows your company's accounts, while the right column tracks any loans you may have taken out.

Your Accounts

All the income your company makes is automatically deposited into your company's checking account, which earns no interest. If you wish, you can shift funds into a savings account where they will earn interest, but those funds are then not available for your company to use unless you transfer them back into checking. The fourth slot in the accounts column shows you the yearly interest you will earn on your savings. This number may

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change periodically; the amount your savings earn will change accordingly.

You can move money from one account to another by clicking on one of the two picture buttons at the bottom right of the panel. The icon of the money going into the safe allows you to transfer money from checking to savings, while the icon of money going into a checkbook allows you to transfer money from savings to checking. When you click either panel, a number box and scrolling arrows appears. You can either click in the number box and type the transfer amount in directly, or you can click on the arrows to change the amount. If you click and hold on the arrows, the amount in the box will scroll up or down. When you've chosen the right amount, click on *OK* to return to the Banking Screen.

Loans

If your business runs into a cash flow problem, or if you want to invest in a costly expansion, you may want to take out a loan from the bank. The bank will, of course, expect a rather high amount of interest for the use of their money. The current interest rate is shown in the second slot in the right column. The third slot shows the quarterly payment the bank will expect your company to make on the loan. This amount will automatically be deducted from your checking account every three months. Unlike the interest on your savings, the interest you pay on your loan is locked in at the level it was when you took out the loan, so it's to your advantage to wait until the interest levels are low.

If your company's available cash drops to zero, and you have not used up all your available credit, the bank will automatically extend you an *Autoloan* to help you keep running. (If you have a savings account, the bank will try to take the needed money from your savings before it issues you a loan.) You can only take advantage of this safety net three times,

though; if you run your cash supplies down to zero and have to be bailed out three times, the bank will declare you bankrupt, no matter how many assets your company has! If you have used up your credit line with the bank and you run out of cash, you are not eligible for an autoloan, and you will automatically go bankrupt.

You can request a loan at any time by clicking on the *Request* button at the bottom of the right column. A panel will appear with two number boxes. The top box sets the amount of the loan you want to request, and the lower box sets the number of years you want to take to pay the loan back. As usual, you can either click and type in the numbers directly, or use the scroll arrows. When you've set the numbers, click on *OK* to return to the Banking Screen.

The longest period over which a bank will extend a loan is 20 years, and the bank will extend you a line of credit equal to no more than half the current *valuation* of your company. Your company's valuation is based on its total value (cash plus assets), or on the amount of revenue it brought in last year, whichever is higher. You cannot request a loan of less than a thousand credits.

If you take out a new loan before an old one is paid off, the two loans are consolidated at the interest rate and terms of the new loan.

When you are done on the Banking Screen, click on the *Exit* button in the center of the screen at the bottom to return to the Main Screen.

2. Stock Market

Select this option to bring up the *Stock Market Screen*. While you can run your company successfully without ever using the Stock Market, this screen gives you access to

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several options that can help your company thrive or assist you in defeating your competition. The Stock Market also has its dangers for your company, however.

All four companies in the game start out *privately owned*, with 1000 shares of stock held entirely in the owner's hands. Any company that wishes to can issue more shares of stock to the public in exchange for cash, at 85% of the stock's current share price. Once the stocks are in public hands, they can be bought up by competing companies.

Any company that manage to purchase 51% of another company's stocks has forced that company to *liquidate* — to shut down its operations and sell off its stock. If you succeed in liquidating a competitor through the stock market, you receive a cash payment for your stock holdings, and all of that company's Starports become open for negotiation. Of course, if a competitor gets 51% of your company's stock, your company is done for, so you should be careful when you decide to make a stock offering.

Once created, a share can't be uncreated, and you may only buy back your shares if they are owned by the general public. If your shares have been purchased by a competitor, you can't force him to sell; you have to wait until he sells those shares back to the public before you can recover them.

The top row on the screen shows the names of the four companies, with a percentage underneath that shows how much of that company's stock is privately held. The second row is a bar which shows how much of your company's stock is in whose hands: a percentage of the bar lights up in the color of each company who owns part of yours. A lack of color shows public holdings. (So if your company is blue, and the bar is 75% blue, 10% green, and 15% uncolored, you know that you own three-quarters of your company's stock, the green company owns ten percent, and the remainder is publicly owned.)

The third row shows you how much of each of the other three companies in the game you own, as a percentage of the total shares. If you want to liquidate another company, you want to increase this percentage to 51%. The fourth row shows how much of each company's stock is owned by the general public and is therefore available for purchase. The three bottom rows show the company Valuations, the total number of shares that exist, and the going price per share.

To create and sell more shares of stock in your company, click on the *Issue Shares* button at the bottom of the screen, then enter in the amount of money you want to raise through stock sales. You will receive 85% of the current value of the shares you create in cash. The computer will calculate the number of shares you need to create to produce the money you want, and ask you to confirm the creation of those shares. When you do, the shares will be created and added to the public pool, while the cash will be deposit to your checking account.

To buy back some of your own shares from the public pool, click on the *Buy Shares* button and enter in the number of shares you want to buy. (You'll pay full market price, of course.) To sell back shares you hold in a competitor's company to the public pool, click on the *Sell Shares* button, select the stock you want to sell, and enter the number you want to get rid of. When you sell shares of a competitor's stock, you'll get full market price for them.

To leave the Stock Market and return to the Main Screen, click on *Done*.

3. Negotiation Teams

Negotiation Teams are the mechanism by which you acquire new Starports. You start the game with one Negotiation Team. Each team may only handle one

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negotiation at a time; therefore, if your single team is tied up for two years haggling over the rights to a single Starport, you won't be able to place bids on any other Starports until the first bid is settled.

Using this menu option, you can hire more negotiation teams, fire teams you have on staff, and get information on your current teams and their assignments. Each team costs 50,000 credits to hire, and has a maintenance cost of 300 credits per quarter. (Your first team also requires maintenance, though you don't have to purchase it. If you fire this team, however, you *will* have to pay to get it back!) You may not have more than three teams on staff at any one time.

4. Sell

When you select this menu option, you are given the choice of selling either your current ship or your current starport. A panel appears, telling you what you can get for that ship or starport and asking you if you want to accept the offer. If you click *OK*, that ship or starport will be removed from your list and the cash added to your checking account. If you change your mind about the sale, click *Cancel* to return to the Main Screen.

5. Operations

The Operations menu option allows you to adjust two very important aspects of your business: the amount you charge for your services, and the amount you spend on maintaining your ships and starports.

Pricing

This panel controls how low or high your prices are

compared to the industry average. You don't have to set specific prices — instead, you simply decide if you want to charge more or less than the “going rate.” Pricing is set on a scale of zero to one hundred, with fifty being equal to the market average. Setting your pricing scale at fifty means your prices are neither better nor worse than typical. If you reduce your pricing below fifty, it means your prices are low compared to the rest of the industry. You'll get less income per unit of cargo shipped, but you will tend to attract more customers thanks to your reasonable fares. If you raise your pricing over fifty, you are charging more than is typical for the industry; you'll earn more per unit of cargo shipped, but may lose customers because of your high ticket costs.

Maintenance

This panel controls how much money you spend each year on routine maintenance for your ships and Starports. The number at the top of the panel shows you the maximum you can spend on maintenance, while the number at the bottom shows how much you are actually spending.

If you set the number in the number box to 100, it means you are keeping all your ships and Starports in perfect condition, performing all routine checks, repairs, and cleaning right on schedule. If you set the number lower than 100, it means you are economizing on some of these expenses. The lower you set your maintenance budget, the faster your ships and ports will wear out, and the greater the chances are that something will break. However, even keeping your maintenance level at 100% all the time won't guarantee that breakdowns never happen — there will always be accidents. Higher maintenance just means there will probably be fewer of them.

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6. Advanced

This menu option allows you to access the Custom Ship Builder screens {81}, where you can take more control of the ship design process to create the perfect ship for your needs.

Build Custom Ship

Instead of asking you to choose from a prebuilt hull and drive combination, the custom ship builder lets you specify all the parts of your new ship. See Appendix A for full details.

Modify Ship

The modify ship option lets you use the Custom Ship Builder to change to design of a ship you've already purchased, so you can upgrade its engines, add weapons, and so on. See Appendix A for full details.

7. Covert Ops

If you choose, you can hire people to help out your company by bending the rules of fair play. (This option is only available if the *Allow Covert Operations* selection is checked under the **Options Menu** on the Menu Bar.) You can also hire people to protect yourself against rules-bending by the competition.

Operation

When you select this option, a panel appears giving you a choice of five actions you can attempt. The most damaging options are the most expensive.

1. **Slander (One Starport):** If successful, this action causes the CSI of the opposition starport you choose to drop to "Disliked." The opponent who owns that Starport will have one year to recover his lost CSI rating, or lose the Starport.
2. **Slander (All Starports):** If successful, this action causes a variable drop in CSI for *all* of the chosen opponent's starports.

3. **Hire Pirates:** If successful, this action increases the chances of the chosen opponent's ships being attacked by pirates.
4. **Sabotage Ship:** If successful, this action destroys any one of your chosen opponent's ships (chosen by you).
5. **Bribe Local:** If successful, this action increases your CSI on one chosen planet you own.

Once you have paid out the money for the covert operation, you must wait two months to learn the outcome.

Engaging in covert ops can be profitable, but it is always risky. First, since you're dealing with unsavory types, there's a chance that the people you hire to do your dirty work will just take your money and run. The good side to this kind of failure is that, aside from losing your money, you suffer no bad effects — since the operation never took place, your opposition isn't going to learn about it.

Second, even if your operatives hold up their end of the bargain, they might be stopped by your opponent's Security Forces, who will turn them over to the authorities. In this case, not only will you lose the money you paid out for the operation, you will also be fined by the authorities for your actions. In addition, your actions are likely to irritate your opposition.

And finally, even if your covert operation comes off perfectly, your opposition is still going to figure out what happened and who was ultimately responsible. Although you'll avoid any official punishment, you can rest assured that your victim won't quickly forget what you did. Expect reprisals.

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Security

Even if you keep your nose completely clean, there's no guarantee your opposition will be as fair-minded and ethical as you are. If you want to hire some extra protection for your company, you can select this option to beef up your internal security to deal with the threat of unethical actions by your competition. Although you can seriously reduce the chances of your opponent's dirty tricks succeeding against you, you can never be completely secure — there will always be some chance of your opponent damaging you.

Selecting this option brings up a panel with a number box, asking you how much you want to spend on security. The more starports and ships you have, the more money it will take to protect them properly.

Some opponents may strike against you without warning, while others will take action only if provoked badly enough. Whether or not a competitor's covert operation against you is successful, you'll always know who tried to do what to you.

The Reports Menu

The options on this menu let you call up full-screen reports to tell you how well your company is doing. You can check on the performance of individual ships and starports, monitor your company's cash flow, and compare your company's performance to that of your four competitors.

1. Current Ship

This report gives you the rundown on the capabilities and performance of your currently selected ship. On the top half of the report you can see this ship's safety rating, speed, range, and age, plus all of its critical components and its current cargo configuration. The bottom half of the report shows you the ship's financial performance on each leg of its route. If you

aren't happy with the ship's earning power, you can get rid of it by clicking on the *Sell* button at the bottom of the screen. To return to the Main Screen, click on *Done*.

2. Fleet Status

This report lists some basic information for all of the ships in your fleet. It shows the ship's name, the technology level of its three main components (drive, weapons, and shields) {78}, its speed, range, current status, and its profit per route (the total credits earned by the ship on its last completed trip.) If you have more ships than can fit on one page, you can move to other pages of the report by clicking on the *Prev* (Previous) and *Next* buttons.

You can sell a ship from this screen by clicking on the row of the ship you want to dump, then clicking on *Sell*. If you double-click on any ship, you will bring up the individual *Current Ship Report* for that ship. The ship also becomes current. To return to the main screen, click on *Done*.

3. Starport Status

This report lists some basic information for all of the starports you own. It shows the starport's name, whether or not a shipyard exists at that port {40}, the supply and demand at that port, your CSI, the starport's current status, and total number of ships that have that starport as part of their route. If you have more ports than can fit on one page, you can move to other pages of the report by clicking on the *Prev* (Previous) and *Next* buttons.

You can sell a starport from this screen by clicking on the row of the port you want to shut down, then clicking on *Sell*. By double-clicking on any Starport, you can make that world your currently-selected planet. To return to the main screen, click on *Done*.

4. Comparison Reports

This graph lets you compare your progress to that of your competition at a glance. Each company is represented by a ship, and the height of the ships on the graph shows where they stand in relation to each other. To change what is displayed on the graph, click on one of the buttons underneath the horizontal bar of the graph.

1. **Val:** This button displays the four company Valuations. Your company's valuation is based on its total value (cash plus assets), or on the amount of revenue it brought in last year, whichever is higher. The Valuation of your company represents your company's total worth, and as such is the most important indicator of your company's current health.
2. **Pricing:** This button displays how the prices of the four companies relate to each other.
3. **Ships:** This button displays the size of each company's shipping fleet.
4. **Ports:** This button displays the number of ports owned by each company.
5. **Routes:** This button displays the number of routes your company ships currently travel.
6. **Speed:** This button displays the *average* speed of all the ships in each company's fleet.

When you are done viewing the comparison reports, click on *Done* to return to the main screen.

Note: This graph also provides an easy way to identify which color goes with which company.



5. Profit and Loss Report

This essential report gives you complete information about where your company's money is coming from and going to each quarter. There are three columns on this report. The first shows you what your income and expenses were during the last quarter. The second shows your income and expenses for the year to date. The third column shows how well your company did during the previous year.

The rows across this report break down your company's finances further. Income is shown at the top, and Expenses underneath. Any row that is shown in yellow can be clicked on to expand and break down the information further [74]. To return an expanded row to normal size, click on the *Minimize* button at the bottom of the screen.

The very last row on the screen shows your Net Income. Naturally, you want to try to keep this number positive. To exit the Profit and Loss report, click on *Done* and you will return to the Main Screen.

6. Company Evaluation

This graph shows you a picture history of all four companies since they were founded. The vertical bar measures the Valuations of each company, while the horizontal one shows the number of years covered. Click on *Done* to return to the Main Screen.

7. Show Year End

Unlike the other options on the Reports menu, this selection doesn't produce a report. Instead, if this option is turned on (shown by a check mark), the Comparison Reports, Profit and Loss Report, and Company Evaluation will automatically be displayed at the end of each year.

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The View Menu

The view menu lets you choose how much information to show on the Main Screen's Galaxy Display. If a check mark appears next to the menu option, then that information will be displayed.

Otherwise, it will be hidden.

1. Routes

You can choose to show the routes for your own ships, or for any or all of your competitors, or for none of the companies. Routes are shown as straight lines in the same color as the company who owns them.

2. Ships

As with routes, you can choose to have your own ships or those of your competitors be shown on the Galaxy Display. You can also choose to have no ships shown at all. Each model of ship has a distinctive look, so you can tell what kind of ships your competitors have. Each ship is also marked with the color of the company that owns it.

3. System Info

From this menu option, you can turn off either or both the display of the planetary names and the display showing the planet's race and development level.

4. Locate Current Ship

When you select this option, the Galaxy Display will shift to center on your currently selected ship. This option does not work if the Galaxy Display is set on long range view.

5. Locate Current System

When you select this option, the Galaxy Display will shift to center on the currently selected system. This option does not work if the Galaxy Display is set on long range view.

6. Go To Planet Surface

Selecting this option takes you to the Starport Screen for the currently selected planet.

7. Highlight Current Ship

This option turns the red circle around your current ship on or off. If a check mark is showing, the option is on.

Planets, People, and Profits

In order to make money in the interstellar shipping business, you have to know your markets and your customers.

1. Cargo Types and Requirements

There are twelve types of cargo you can ship. Four are *raw goods*, naturally produced by planets (though most planets produce only two or three of the four possible goods). Two are *manufactured goods*, which are only produced when the right kind of industry has been built on the planet and the right kind of raw good is supplied. Five are *specialty goods*, manufactured goods that are produced only by certain races and which require a supply of one or more raw goods. The last is *toxic waste*, produced as a by-product from metal and chemical industries. Toxic waste must be either properly stored or shipped to a place that can use it. If toxic waste builds up to an unacceptable level, the locals will tell you to get rid of it. If you don't, your CSI will drop every year until you take care of the problem.

The following chart lists the twelve types of cargos in the game and what is needed to produce them.



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<i>Cargo Icon</i>	<i>Cargo</i>	<i>Cargo Type</i>
Fuel pump	Fuel	Raw good
Ore cart	Ore	Raw good
Hamburger	Food	Raw good
People	Passengers	Raw good
Gold Bars	Refined metal	Manufactured good; requires ore, produces toxic waste.
Glass Flasks	Chemicals	Manufactured good; requires fuel, produces toxic waste.
Wine glass	Ambrosia	Specialty good; requires food.
Gun	Arms	Specialty good; requires chemicals and metal.
Computer	High Tech parts	Specialty good; requires fuel and metal.
Red cross	Medical supplies	Specialty good; requires chemicals.
Green Dog	Exotic Animals	Specialty good; requires toxic waste.
Skull	Toxic Waste	Waste product; must be stored or transported.

2. Planets and Production

The type and amount of cargo that each planet can supply depends on three factors: the planet *type*, the planet's *development level*, and the *industries* present on the planet.

Planet Types

There are twelve types of planets in the **Space Bucks** galaxy. (See the enclosed Reference Card for pictures of what each type looks like.) The planet type determines which raw goods the planet has to supply, and how much of each.

- **Tropical** planets are warm and have generally pleasant terrain. They are popular residential and farming worlds.

- **Jungle** planets are warm like tropical planets, but are wetter and have dense vegetation over much of the surface, making them less desirable worlds to live on.
- **Terran** planets are Earth-like, with abundant water and a varied climate and territory. They are very popular for residences and farms, and also produce some energy.
- **Ocean** planets are covered almost entirely with water. Their small land area makes them less popular worlds, but their teeming seas produce large quantities of food, and a small amount of energy from tidal and geohydrothermal sources.
- **Arctic** planets are covered in ice and cannot produce their own food. They have small populations, and produce a small amount of energy.
- **Tundra** planets are similar to Arctic worlds, but are drier. Their rocky surface is usually covered with tough grasses and moss-like plants.
- **Volcanic** planets are very geologically active, making them dangerous worlds to live on. They usually have generous deposits of valuable minerals, however.
- **Rock** planets are similar to volcanic planets, but are less geologically active. They also tend to have valuable ores which can be mined.
- **Arid** planets are warm but very dry. Their surface is usually covered with desert. Some kinds of food can be grown on arid worlds, and a certain amount of energy is produced by solar and wind power.
- **Barren** planets are the same as arid worlds, but have less indigenous life.
- **Temperate** planets are neither very hot nor very cold, and have a wide variety of terrain types. They support many kinds of plants and animals, and are popular residential and farming worlds. They also produce some useful minerals.

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- **Temperate Bipolar** planets have a large axial tilt that gives them very drastic seasonal changes. Because of this, they are less popular than temperate worlds for living and farming, though like temperate worlds they have some valuable minerals which can be mined.

Planet Development Level

While planet type determines which raw goods a planet supplies, the planet's development level determines how much of each cargo will be produced. Development level is shown on a scale of one to six. The higher the planet's development level, the more it produces. This applies to both raw goods and manufactured goods, so trade between well-developed worlds is usually the most profitable. Of course, planets of high development levels also charge more for the use of their lands, too.

A planet's development level naturally improves over time. A planet at a lower development level will improve more rapidly than one at a higher development level. Your company can help a planet develop faster by running a regular passenger service to and from that world. The more people transported to and from a particular world, the faster that planet will develop.

The level of planetary development tends to increase from the outside of the galaxy to the inner regions. That is, the "rim worlds" tend to be more primitive than the worlds nearer to galactic center.

Planetary Industries

The presence of an industry built by your company can change the type and amount of goods a planet will supply and demand. Every planet can have a *metal* industry, a *chemical* industry, and one of five *specialty* industries (see the next section for details on racial specialty goods.) When one of these industries is

present, the planet can take one or more raw goods and turn them into manufactured goods, which are more profitable for you to ship.

Metal and chemical industries *also* produce toxic waste, however, which your company will either have to build a storage facility for or will have to ship off to someplace that can use them. Specialty industries do not produce toxic waste.

In order to produce manufactured goods, each industry requires at least one raw good. If the planet produces that raw good itself, the manufactured good will be produced automatically. If the planet does not produce all the right raw goods, one or more of that good will have to be shipped to the planet.

It often takes more than one unit of a raw good to produce a single unit of a manufactured good. In general, the higher the development level of the planet, the more efficiently its factories operate, the fewer units of raw goods it will take to make a unit of manufactured goods, and the less toxic waste is produced.

If a planet is supplying its own raw goods for its industries, the amount of that raw good available for export will drop. It's even possible (especially with planets at low development levels) that a world which used to supply a raw good will start demanding it instead, if it is not producing enough raw goods to supply its industries.

3. The Five Races

When the game first begins, you choose a race to represent. Each of your competitors also represents one of the five races (one race is left out.) The race of each company affects how easy it is for that company to get Starports — planets tend to give preference to their own race, or to races they are friendly with. Aside from race considerations, each race has its own

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standards for performance which help determine how favorably planets settled by that race will look upon your company's bids. And each race also produces a different kind of Specialty Good.

The **Humans** are the newest addition to galactic civilization. They have a long-standing feud with the Secanii race that regularly flares up into outright war. They are good friends with the Tesarians, who introduced them to galactic civilization, and also with the Colikars, with whom they have strong trading ties. Humans produce Medical Supplies. As the least-developed galactic race, they are very cost-conscious when choosing who to do business with.

The **Secanii** are the next-youngest galactic race after the humans, and are primarily a warrior society. They respect military strength and little else. The arrival of the Humans in galactic society annoyed the Secanii, who saw them as competitors for scarce undeveloped worlds; the tension soon erupted into war which has never really been resolved. The Secanii also don't get along well with the Tesarians, the sponsors of humanity's entrance into interstellar civilization. The one race that the Secanii have succeeded in making an alliance with are the Krec N'had, for reasons known only to the Krec. Secanii produce excellent Weapons. Since they respect strength, which they view in terms of territory controlled, the Secanii will prefer to do business with whomever controls the largest area of space.

The **Colikars** are an ameba-like race who use a kind of magnetism-based telekinesis to manipulate their environment. Not much is known about the Colikars, who evolved along very different lines from the other races of the galaxy. They have more in common with the vanished Madorian than any of the remaining four races, and are the oldest civilization among the races still around. Despite their bizarre appearance,

the Colikars have managed to establish strong relations based on mutual trade with the Humans. However, shortly before the Madorian Vanishing, a conflict broke out between the Colikars and the Tesarians over an obscure point of Colikar theology. Fortunately, neither the Colikars nor the Tesarians forced the Humans (their common ally) to choose sides in the dispute. The Colikars also have a cordial distaste for the Krec N'had. The Colikars produce Ambrosia. A cautious and rather superstitious race, they prefer to do business with companies that put safety first.

The **Tesarians** are the galaxy's foremost explorers and traders. Tesarians will go anywhere and trade with anyone. The first extraterrestrial race to make contact with the Humans, they remain fast allies with the younger race, toward whom they have a rather paternal attitude. Formerly known for getting along with everyone except the Secanii, the Tesarians recently found themselves embroiled in a heated dispute with the Colikar for complicated reasons neither race seems to be able to easily explain to the other races. The Tesarians produce Exotic Animals. As merchants, they are first and foremost concerned with price when it comes to doing business.

The **Krec N'had** are known for their reluctance to get involved with other races in any serious way. Throughout their history they have tended to remain apart from the mainstream of galactic society, asking only that they be left alone in exchange. For the most part, other races have been willing to go along with that. The Krec N'had are the oldest of the so-called "humanoid" type of races (bipedal beings with internal skeletons) in the galaxy. They don't get along all that well with the Colikars for reasons that are lost in history, but the two races have never actually fought one another. Probably to forestall Secanii aggression (which would be disruptive, if not actually dangerous), the Krec

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N'had have established a political and trade alliance with that warlike race, which appears to be holding against all odds. The Krec produce High-Tech Components. Since they value quiet and order above all else, the Krec N'had prefer to do business with companies that can assure them of safe and uninterrupted transport.

4. Specialty Goods

Most of the time, the race of a planet doesn't affect its ability to produce goods. The one major exception to this rule is for the Specialty Goods. Specialty goods are produced by only one race, and are demanded by only one race. Although they are very profitable to ship, they are costly to produce, and you may have to go a long way in search of a market. Furthermore, *no planet can produce Specialty Goods until it has reached a Development Level of four.*

Ambrosia is produced by the Colikars and desired by the Humans.

Arms are produced by the Secanii and desired by the Krec N'had.

Hi-Tech Components are produced by the Krec N'had and desired by the Colikars.

Medical Supplies are produced by the Humans and desired by the Tesarians.

Exotic Animals are produced by the Tesarians and desired by the Secanii.

5. Turning a Profit

In order to make money in interstellar shipping, you need to balance a lot of different concerns. You want to keep income high and costs low, but you have to be careful how you go about it — cut the wrong corners, and you could bring about your own downfall with poor decision-making.

Generating Money

Your company has five sources of income:

- **Ship Revenue:** Your major source of money. The amount of cash your ships bring in depends on a large number of factors, not all of which are under your control. (See below.)
- **Sale of Assets:** You can generate cash by selling off ships and starports. This option may reduce your company's Valuation, however, since Valuation is based on both cash *and* assets.
- **Bank Loans:** You can take out a loan from the bank to get more cash. But you'll have to pay it back, plus substantial interest.
- **Interest Earned:** If you put money into a savings account, you can gain some cash through earning interest.
- **Sale of Stock:** You can generate cash quickly by selling stock in your company on the Stock Market {55}. This method of getting cash carries some risks, however.

The amount of money made by each of your ships depends on five factors:

- **Cargo Base Profit:** Some cargos are more profitable than others per unit shipped. In order from least to most profitable, they are: ore, fuel, food, passengers, metal, chemicals, toxic waste, ambrosia, exotic animals, medical supplies, high tech parts, and weapons.
- **Distance Carried:** The further a cargo travels, the more money the destination planet will pay for it.
- **Fuel Cost:** The further a ship goes, the more money it must spend for fuel. The efficiency of the ship's engine will also affect how much fuel it uses. Fuel costs go up and down on their own over time.
- **Pricing:** You can choose to charge more or less than the going rate for your services by setting the *Pricing* option from the *Operations* selection of the *Action* menu {53}. If you charge too much, however, you'll lose business.

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● **Landing Fees:** Larger ships must pay more in landing fees. You must keep a close eye on your cash supply as time goes on. Even if you have a company with millions in assets, if you run out of cash three times the bank will declare you bankrupt. Be especially careful if you've already taken out heavy loans from the bank; if you've reached your loan limit, you only need to run out of cash *once* to go bankrupt! If you notice your cash getting low, you should think about selling some assets, selling some competitor stock if you own any, or issuing some stock of your own in order to keep the bank at bay.

Controlling Costs

Your company spends money on three main things:

- **Cost of Sales:** These are expenses that your company has to meet in order to move cargo. They include the cost of fuel and landing fees for your ships.
- **Construction Costs:** These are expenses you incur when you repair or improve your facilities. They include: building and modifying ships; building and upgrading starports; buying stock; and random events that cost you money.
- **Overhead:** These are expenses you have to pay in order to continue doing business. They include: rent on starports; maintenance of ships and starports; salaries for your negotiation teams; loan interest payments; and payments for internal security and covert operations.

You can control how much your company spends on some, but not all, of these expenses. In some cases, spending more in one area will produce savings in other areas; these decisions have to be made carefully.

For example: You can't control the cost of fuel for your ships, but you can reduce landing fees by using smaller ships. However, smaller ships can't haul as much cargo, so on a

busy route you may lose profits this way. You aren't forced to spend any money on construction, but if you fail to upgrade your ships or improve your starports your competitors will quickly make you obsolete. You can avoid the stock market, but if you invest in your competitor's stock you may be able to eliminate one or more of them completely by buying them out.

You can do a fair amount to control the amount of overhead your company pays. One of your biggest overhead costs is always the rent you pay on your Starports. By choosing planets wisely (keeping racial dislikes in mind), and keeping your company's reputation strong you can be sure of getting good rates from the locals.

Once you've built a Starport, you have to be careful to keep your quality of service high enough to keep the locals from becoming dissatisfied — not only will they raise rents on you if you make them unhappy, but if they kick you off the planet you'll have to go through the whole negotiation process again, spending more money (and possibly losing the Starport to a competitor!) The most important thing you can do to keep your customers happy is to make sure you fulfill the promises you made when you built the Starport, and to keep your prices reasonable.

Ships

In order for your business to prosper, you'll need to build up your fleet of ships. At the start, the technology of ship-building is rather primitive, but as time goes on new technologies will become available.

Each ship has four components you need to consider when you think about purchasing a new vessel or upgrading an older one:

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- **Hull:** There are six types of hulls available. Larger hulls allow the ship to carry more cargo, but also make the ship slower and increase the cost of landing fees.
- **Engine:** As engine technology improves, the range, speed and safety of your ship will increase. Fuel efficiency will *not* necessarily increase — some more advanced engines are fuel hogs.
- **Weapons:** Weapons are not essential to your ship, but they give it a better chance to defend itself against pirates. The more advanced your weapon systems, the better able to fend off attackers your ship will be. Adding weapons to your ships increases their safety value.
- **Shields:** As with weapons, shields are not essential, but they improve its combat abilities to help keep thieves away. The more advanced your shields, the safer your ship is.

In general, the more advanced the component, the more expensive it will be.

If you use the *Ship Builder* {45} to buy new ships for your fleet, you will choose a hull/engine combination from an available model list, then add weapons and shields if you want (and if they are available.) Adjustments of the cargo hold are then done using the *Configure Cargo* button on the Routing Screen {48}. If you use the *Custom Ship Builder* {81}, which you can access by choosing the *Advanced* option from the *Action* menu and selecting *Build Custom Ship*, you can mix and match hulls and engines, add weapons and shields, and reconfigure your cargo hold all from the same place. By selecting the *Modify Ship* choice from the *Advanced* menu option, you can modify the currently selected ship after you've bought it, which is not possible from the simpler *Ship Builder*.



When you build a new ship, you have to specify which planet it is to be built at. You can only have the ship built at a planet where you've constructed a *Shipyard Facility* {40}. Your first Starport comes equipped with a Shipyard.

Combat

Sometimes your ships will come under attack, either by space pirates looking for loot, or perhaps, if your ship wanders into a war zone {80}, by a military vessel. When this happens, your captain will immediately contact you for orders. You have four options:

- **Fight:** If your ship is much more combat worthy than its opponent, you may choose to try to get him before he gets you. If you succeed, the pirate is destroyed and your safety rating improves. If you fail, your ship is destroyed with all cargo and your safety rating goes down.
- **Flee:** You can try to outrun the attacker. If you succeed, you get away with no effect on your safety rating. If you fail, your ship is destroyed with all cargo and your safety rating goes down.
- **Payoff:** You can offer the attacker a cash payment to go away and leave your ship in peace. This has no effect on your safety rating.
- **Surrender:** You can hand over your cargo and passengers to the attacker. The pirates will take your ship's cargo, weapons, and shields, and your safety rating will suffer, but you will be able to recover the ship itself.

As time goes on and starship technology improves, the pirates will, of course, take advantage of the advances. Therefore, it's wise to update your ships' defensive capabilities whenever you can afford to do so.

Random Events

Even the best-run business will sometimes encounter the unexpected. Disaster can strike without warning. When this happens, someone will show up to let you know about it and give you a choice of actions:

- **Go to Planet:** Click on this button to go to the planet where the trouble has been reported.
- **Repair Starport:** If something happens to one of your Starports that needs fixing, you'll be told how much it will cost to repair and offered this button. Click on this button to make the repair.
- **Repair Ship:** If one of your ships malfunctions, you'll be alerted and told where the ship is stuck and how much it will cost to fix it. Click this button to make the repair.
- **Abandon Ship:** If you decide a damaged ship would be too costly to repair, click on this button to abandon it as junk.

One special event to be wary of is an outbreak of **War** involving a planet on which you have landing rights. While you can continue to deliver goods to the planet while the war rages, your ships are in danger of being fired on by military if they venture into the war zone. If your ships are not well-equipped to defend themselves, you may want to reroute them until after the war is over. The waste and destruction of the war will also cause the development level of the fighting planets to drop one or two levels.

Your two main sources of information are the **IGN News Anchor** and your **Personal Assistant**. The news anchor will appear to announce new technological breakthroughs, wars, scandals, awards, and other newsworthy events. Your assistant will appear to tell you of matters that are of interest to you personally — problems with your ships and starports, result of successful covert operations by or against you, and similar things.

Part III: Appendices

Appendix A: The Custom Ship Builder

The Custom Ship Builder Screens can be reached by going to the *Action Menu* on the Main Screen and selecting *Advanced*. These screens allow you to design a custom ship (instead of selecting from a model list) and also allow you to modify a ship that has already been built. To modify a ship, make it the current ship, then enter the Custom Ship Builder and that ship's design will be displayed.

A. Current Cash: How much money you currently have.

B. Ship Statistics: Information on the speed, range, cost, etc. of the current design.

C. Component Description: Statistics for the currently selected component.

D. Rename Ship: Click to rename your ship. Click in the text box, then type in the new name and press Enter or click on *OK*.

E. Build Ship: Click to save your design and order the ship built.

F. Exit Builder: Click to cancel the current design and leave the ship builder.

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G. Component List: Shows all available models of the selected component type (J). Click on a component to see its statistics (C) and add it to your ship.

H. Ship Display: Shows the internal layout of your ship.

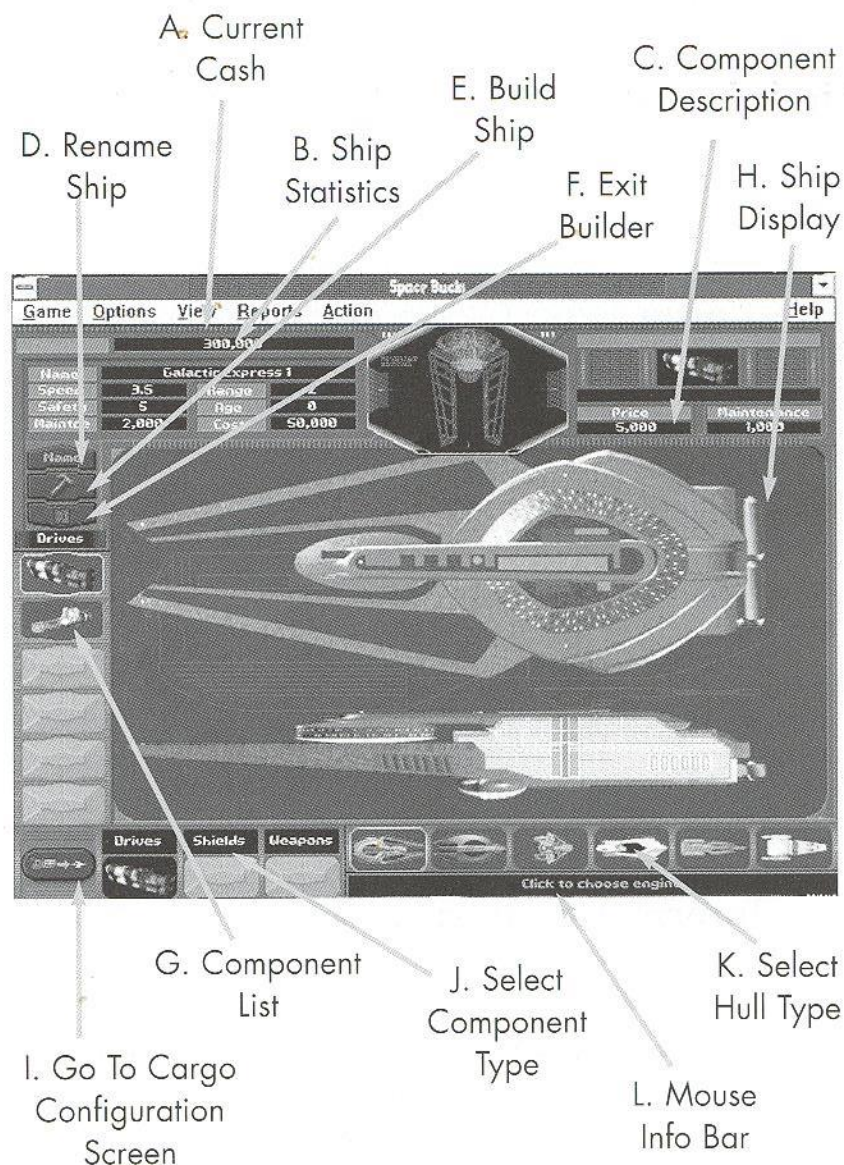
I. Go to Cargo Configure Screen: Allows you to configure the cargo hold of your ship.

J. Select Component Type: Click on one of the three boxes to choose a drive, a weapon, or a type of shielding. Available models appear on the component list (G).

K. Select Hull Type: Click on a ship to select that hull type. (This option is not available if the Custom Ship Builder is being used to modify an existing ship.)

L. Mouse Information Bar: Displays text telling you the function of the button or display the mouse pointer is currently resting on.

Custom Ship Builder



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Cargo Configuration Screen

A. Currently Selected Cargo Type: Tells you the cargo type you are setting up your ship for. **B. Profitability:** Shows you the base profitability of the current cargo type.

C. Ship Schematic: Shows you the layout of your ship's cargo hold. Click on an empty space in the hold to place a cargo container there. Click on a filled space to empty it. (Note: If you click on a space too small to hold the currently selected cargo, it won't appear. Make more room and try again.)

D. Select Cargo Type: Click on a cargo icon to make it the current cargo.

E. Supply/Demand at Planet of Origin: Shows you the supply and demand at the source planet for the current leg of this ship's route.

F. Supply/Demand at Destination Planet: Shows you the supply and demand at the planet of arrival for the current leg of this ship's route.

G. Change Route Leg: Click on the arrows to select a different route leg to configure.

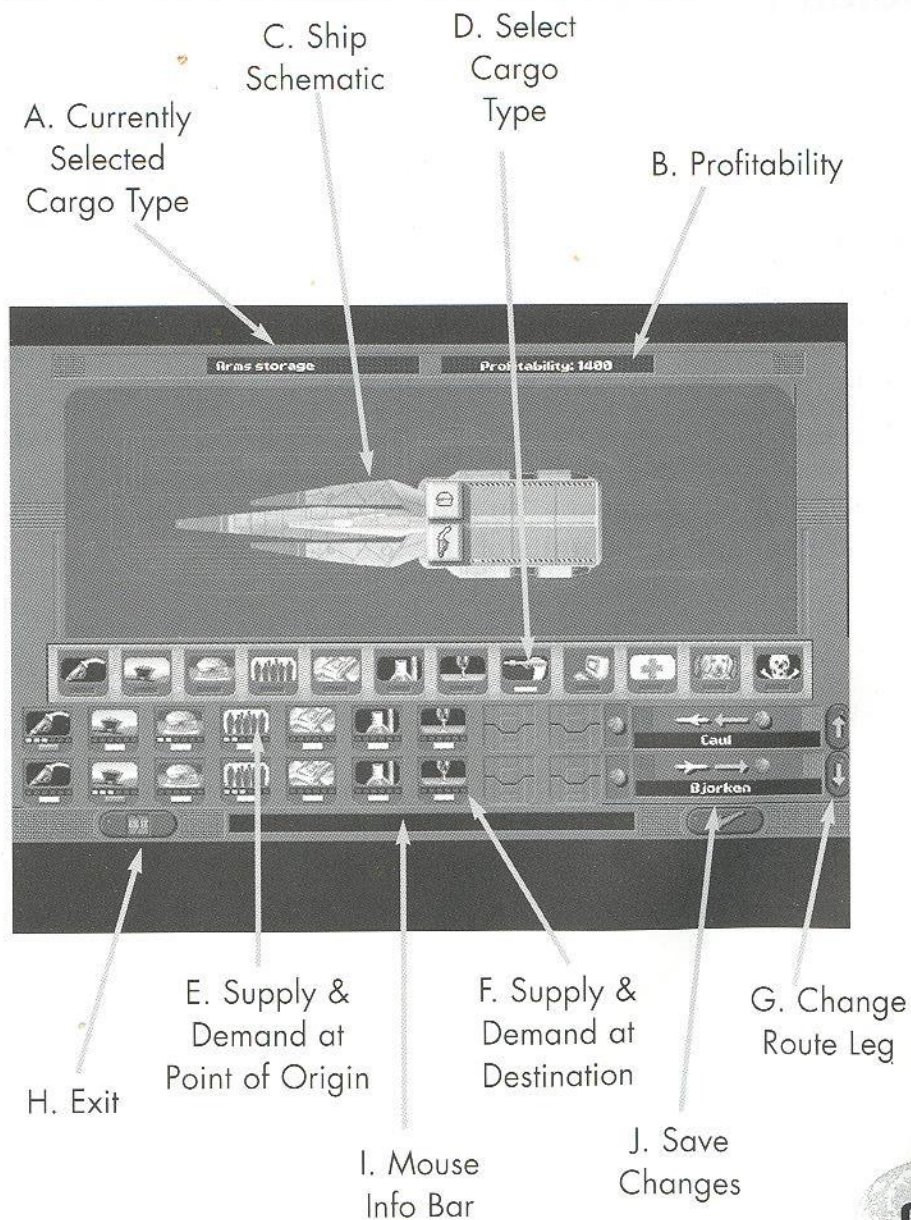
H. Exit: Click here to exit the Cargo Configuration Screen and return to the main screen of the Custom Ship Builder *without saving your changes*.

I. Mouse Information Bar: Displays text telling you the function of the button or display the mouse pointer is currently resting on.

J. Save Changes: Click here to save the current design and return to the main screen of the Custom Ship Builder.



Cargo Configuration Screen



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Appendix B: Industry Supply and Demand Formulae

F Food O Ore C Chemicals
M Metal E Fuel T Toxics

Industry	DL 1	DL 2	DL 3	DL 4	DL 5	DL 6
Metal	3O=1	2O=1	2O=1	2O=1	1O=1	1O=1
Chemicals	4E=1	3E=1	3E=1	2E=1	2E=1	1E=1
Ambrosia	—	—	—	5F=1	4F=1	3F=1
Arms	—	—	—	3C+3M=1	3C+2M=1	2C+2M=1
AIComp.	—	—	—	4E+3M=1	3E+3M=1	3E+2M=1
Med.Supplies	—	—	—	4C=1	3C=1	2C=1
Exotic Animals	—	—	—	6T=1	5T=1	4T=1

Example: 3E+3O=1 means: To produce one unit of this good three units of Fuel and three units of Ore are required.

Appendix C: Hull Types & Cargo Capacity

Ship Model Name(Maximum Capacity 1x1 cargo containers)
Finch	8
Sparrow	10
Falcon	12
Eagle	20
Albatross	24
Ostrich	30

Appendix D: Toxic Waste Production & Storage

Key: Number of products produced to number of toxins that will be made

<u>Industry</u>	<u>DL1</u>	<u>DL2</u>	<u>DL3</u>	<u>DL4</u>	<u>DL5</u>	<u>DL6</u>
Metal	1/1	2/1	3/1	3/1	4/1	5/1
Chemicals	2/1	3/1	3/1	4/1	5/1	6/1

Example: 3/1 means: For every three units of this good that are produced, one unit of toxics is made as a byproduct.

Capacity of Toxic Containment Facilities

	<u>DL1</u>	<u>DL2</u>	<u>DL3</u>	<u>DL4</u>	<u>DL5</u>	<u>DL6</u>
Toxic Storage	6	8	10	12	14	16

After the first six toxics have been made the player will be warned that he needs to add a toxic warehouse to hold the toxics or move the excess off the planet. He is given one year to comply

Technical Tips

We have found that many of the common problems our customers experience with their machines have simple answers. If you are having one of the problems listed below, the solution provided should be tried first before you search any further for answers.

Memory Requirements: This game is designed to run on a machine that has 8 megabytes of system RAM installed. If you experience errors that say "Out of memory" or "General Protection Fault", check to see if you have any other programs running, by looking at the system task list. You can get to the system task list by holding down the <Ctrl> and <Esc> keys at the same time. If you see anything other than "Program Manager" and the game, choose that item in the list with the up and down arrow keys and hit the "end task" button with your mouse.

When things aren't working:

1. Is my video card set to a standard 256 color mode?

"Video mode" refers to the number of pixels displayed on the monitor along with the number of colors each pixel can represent. The default video mode for most installations of Windows 3.1 is 640x480 pixels with 16 colors, usually referred to as standard VGA. This game requires a 640x480 pixel 256 color, or better, display mode. If the video mode has greater than 256 colors, you may experience some slowdown in performance, but otherwise it should work fine.

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To find out what video mode your machine is using:

Go to the Program Manager (the main starting view of Windows) and open the "Main" program group. Double click on the "Windows Setup" icon. This will give a listing of a number of settings for Windows, including "Display". On most systems, this entry will indicate the resolution as something like "SVGA 640x480x256" (this indicates 640 by 480 pixels with 256 colors).

If the Windows Setup Display does not clearly state how many colors are being used, consult the documentation for your computer to find out how video resolution can be changed; this should give you some indication of how to find out what mode your machine is currently using. Sometimes a "Set Resolution" utility can be found in a group in your program manager that might give a push button interface to the whole process of display management. If necessary, call the company that sold you your computer (a list of computer manufacturers is included later in this document) to find out this information.

2. How do I change the video mode to 256 colors?

First, consult the documentation, the computer vendor or manufacturer to find out how your specific machine should change between video modes. Sometimes it is as simple as running a program and choosing "640x480" and "256 colors" in a list of options. If not, read on.

Most video hardware for Windows machines includes a set of "drivers", software files designed to manage the specific hardware through various Windows modes. If you have an older machine, contact the manufacturer for updated video drivers.

aside, as some video mode changes require access to resources from them; usually there are 6 in the set. If you have a "video driver" diskette, get that out too. Run the "Windows Setup" program from the "Main" program group in the "Program Manager" (the initial Windows screen). (If you run into any problems where Windows will not display properly after running Windows Setup, you can run the DOS version of Setup, which is located inside the Windows directory and set the display for VGA, before contacting either the vendor or manufacturer of your computer for more information on video configuration).

If the "Display" setting indicates 256 colors, you are already in a 256 color video mode. If you are experiencing problems with this video mode, try using some other 256 color mode.

To change drivers, click on the "Options" menu, choose "change system settings", click on the arrow to the right of the display setting and scroll down to an appropriate driver listing. If your hardware specific video drivers have been previously installed (very likely) they should be on this list. Windows version 3.11 (either for workgroups or not) or later, include in this list Super VGA 256 color video drivers. Since some video cards require specific drivers, you should usually use the ones that came with the hardware.

If your video drivers are not on the list, scroll to the very bottom of the list and choose "Other Display (Requires disk from OEM)...". At this point, insert the video drivers disk that came with your system and make sure the disk path is correct, usually either "A:\\" or "B:\\". Choose the appropriate driver (640x480x256 is optimal) and follow the prompts if asked for further disk insertion.

IMPORTANT: DO NOT USE XGA, VIDEO 7 OR 8514/A DRIVERS UNLESS YOU ARE ABSOLUTELY CERTAIN

THAT THE CARD YOU HAVE IS OF THE APPROPRIATE TYPE.

If you try to use the 256 color drivers that come with Windows 3.11 or later, be aware that they require a VESA compliant video card. VESA refers to a standard set of calls for Super VGA cards that allows different programs to work properly with Super VGA displays.

If you are not sure whether or not your video hardware is VESA compliant, a program included in the game install, called UNIVESA.EXE, can be used to make non-VESA compliant SVGA cards use VESA calls; the file can be found in the UNIVESA directory inside the game directory and can be added near the end of your AUTOEXEC.BAT file, so long as it is above the "WIN" line. Note that UNIVESA will not work if you don't have an SVGA card, and may not work if the SVGA card is too old.

3. *Why doesn't my sound work?*

Sound hardware, usually a card of some kind, is required for sound to work in the game. If you hear sounds in other places in Windows, but not in the game, it is possible that there is a conflict of resources, where some other program that is running is controlling the card. Make sure the game and the Program Manager are the only two programs running (hold down the <Ctrl> and the <Esc> keys to get a list of currently running programs). Make sure your sound drivers are properly installed. If you have an older configuration, contact the manufacturer of your card for the latest sound drivers.

4. *General problems*

Make sure the game and the Program Manager are the only two things running (hold down the <Ctrl> and the <Esc> keys to get a list of currently running programs) as things like screen savers and runtime virus checkers can sometimes cause problems with other programs running at the same time.



STILL HAVING PROBLEMS?

BEFORE YOU CALL...

In order to allow us to help you more effectively, please try to follow the suggestions below before you call for help. This will assist us in finding the answer to your problem as quickly as possible, so that you can begin playing and enjoying your new game.

1. READ AT LEAST THE FIRST FEW CHAPTERS OF YOUR DOS MANUAL.

The more you know about the operating system that your machine is running, the easier it will be for any technical support to help you solve any problems. You should at least be familiar with how DOS commands work, what disk files and directories are, and what utilities are available on your machine for editing text files.

2. FIND OUT AS MUCH AS POSSIBLE ABOUT HOW YOUR MACHINE IS CONFIGURED.

What version of what brand operating system is running on the machine? (At the command prompt, type "VER" and hit enter to find out what version of DOS is running) What kind of chip is running your machine? ('486? '386? '286? 8086?) How much memory is in the system? How much conventional memory is free? How much hard disk space is free? What kind of video card is in your machine? (SVGA? VGA? EGA? Brand name?) What kind of sound card, if any, is in your system? Do you have a CD-ROM drive? Are you using

Stacker, Doublespace or some other kind of disk compression? Are you using QEMM or some other third party memory manager? If Windows 3.1 is installed on the machine, you can run Microsoft Diagnostics to find out some of these things, if you do not already know about them (type "MSD", then hit <enter> at the command prompt). If necessary, call whomever it was that originally configured your system to answer these questions.

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It's also a good idea to print out your CONFIG.SYS and AUTOEXEC.BAT files (usually in the root directory of C:) and keep the printouts handy.

3. SET UP THE COMPUTER NEAR THE PHONE WITH THE PROGRAM INSTALLED ON THE HARD DRIVE.

It is very difficult for technical support to troubleshoot a computer problem over the phone without having access to the machine in question while it is running. If this is not an option, list every detail about the occurrence of the problem, including all pertinent system configuration information (such as that described in the previous paragraph), and keep this list handy when calling tech support.

4. DEFRAG YOUR HARD DISK.

Non-contiguous files on a hard disk can sometimes cause strange and mysterious things to occur. While in the game directory, type "CHKDSK *.*", then hit <enter> at the DOS prompt to find out if all the game files are contiguous or not. A hard disk can be defragmented, or defragged, by using a disk utility program such as SPEEDISK, which is packaged with Norton Utilities, or DEFRAG, a program included with MS-DOS version 6.0 or above. This reorders disk space, making stored files contiguous. If a hard drive has not been defragged for more than a month, and has been used even moderately, it is likely that many of the files on the disk have become noncontiguous.

5. CHECK FOR VIRUSES.

Viruses can mess up even the most carefully configured system. Use a memory-resident virus checker (such as VSAFE, a utility that comes with MS-DOS version 6.0 and above) whenever you insert new disks into your machine, and run an anti-virus utility (such as MSAV, another utility that comes with MS-DOS v.6.0 and above) before you call.

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